Steltronic Focus

User Manual

Manage Focus Tournaments

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General Information about Tournaments

The Focus program manages competition-bowling events for tournaments and leagues using a specific plug-in module called Tournaments (sometimes renamed by users as "Leagues").

The **league** is a sort of "multiple bowling event"; a league is composed of varying game sessions called "weeks", league bowlers (depending on the country) play xx games using a variable handicap calculated on their average that changes during the season and from week to week.

The **Tournament events** are "special competition events", a tournament begins with qualifications and finishes with a final match. Tournaments vary by country, for most of them the Focus program provides a template for lane assignments, team roster and Series – games. A big tournament is usually split into multiple sessions.

The tournaments and some kinds of leagues can be played as "Single players" or "by Team": the difference between single player and team is just the way the scores must be regrouped and how to calculate totals, averages and handicaps:

- In a team competition, the sum of the bowler's average defines the team average
- In a team competition, the team handicap could be calculated as a sum of the bowler's handicaps, based on team difference or on the team average
- In team competition, a bowler could be a substitute with another or remain a vacancy with a blind score
- In a single player's competition, each bowler plays for himself, even when there are more than one player on a lane
- In a single player's competition, substitutions are not allowed.

The Focus program allows using variable roles for Leagues or Tournament sessions; the users can select the game settings, as they need.

Multi-sessions tournaments: a big tournament could be split in varying events; the split could be necessary when there are more teams/players than lanes.
In some countries, depending on the tournament, the Teams split their games in varying sessions (weeks), so the same players play more than one session, before the final match.

There are 2 ways to manage multi-session tournaments:

a) Creating a tournament with multi-week (session). A multi-session tournament has also another purpose: if the tournament is created "as a league", it is possible to let the bowlers play more sessions.

b) Creating a tournament for each turn, each turn is managed and played as a single tournament. Any tournament could be created importing the teams and bowler's from other tournaments.

For both methods, the score results could be combined to define a ranking list.

New Tournament "Step by Step" procedure

[1] Create the competition event and define the General Parameters

- Enter a competition name
- Choose the competition type: Singles\Teams\Danish\Swedish
- Enter the number of the weeks (if necessary)
- Enter the Team & player numbers
- Choose a play style (Crossed or Open mode)
- Enter the number of series (no lanes movement = series 1)
- Enter the number of the games (for each series)
- Choose a Practice period
- Define the technical parameters (Pinsetter Status, delay, etc., Automation, etc.)
- Enable or Disable the competition flowing Strip and define the parameters

[2] Enter the Bowler's & Team Rosters

- Edit the team's name
- Edit the player's name, handicap, blind, status, etc.

[3] Enter the Roles for the Game Session

- Choose Scratch/Handicap
- Define the player's handicap calculation role
- Define the team's handicap calculation role
- Enter the bonus threshold (bonus depends on the competition style)

[4] Choose the Lane assignment

- Sort the bowlers/team
- Make the lane assignment

[5] Play the game session

- Send the week to the lanes when ready to have the names uploaded to the monitors
- Start Practice
- Start Bowling
- Check for exceptions (substitutes, blind, etc.)

[6] End of session

- CLOSE the game session (if Automation is enabled, the game will end automatically)
- Check\print\export the results

[7] New Session

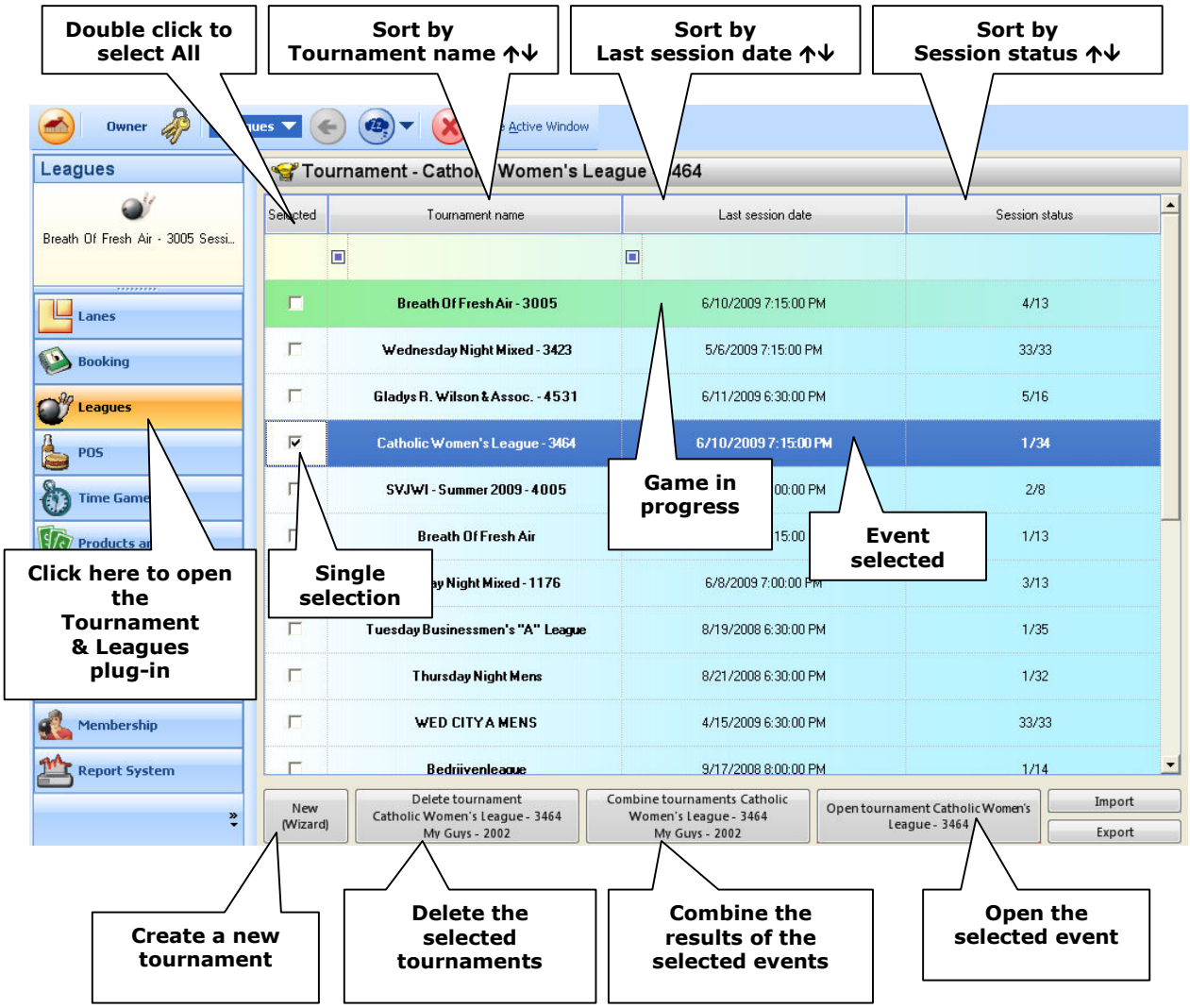
- Create a new session or a new tournament

[8] Final ranking

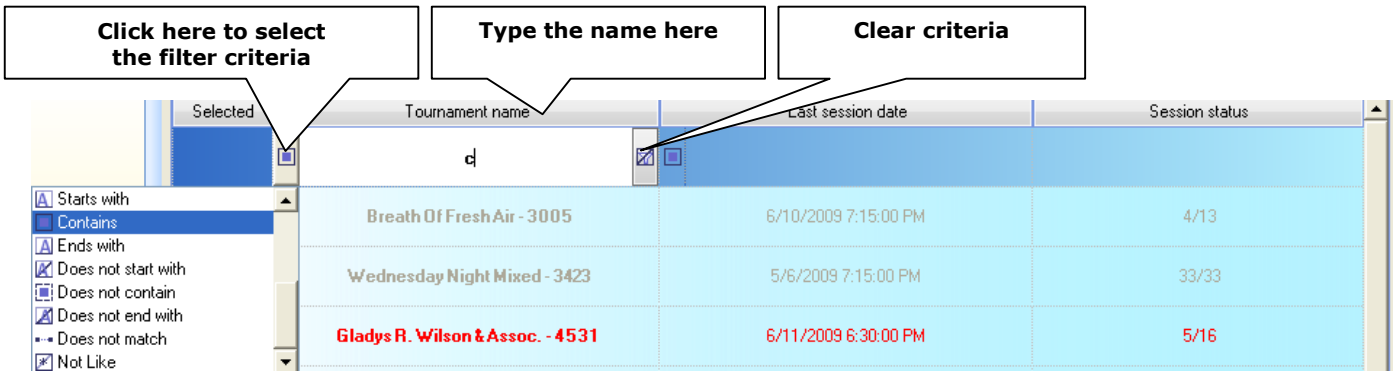
- Combine tournaments

REMARKS
As soon as a tournament is created, it is possible to save it and use it as a template to generate other tournaments.

Open the Tournament and Leagues plug-in



When the events in the list are more than 20, it is possible to use the search filter to find the week; the weeks could be searched for by Name, Last session date or Session number (status):

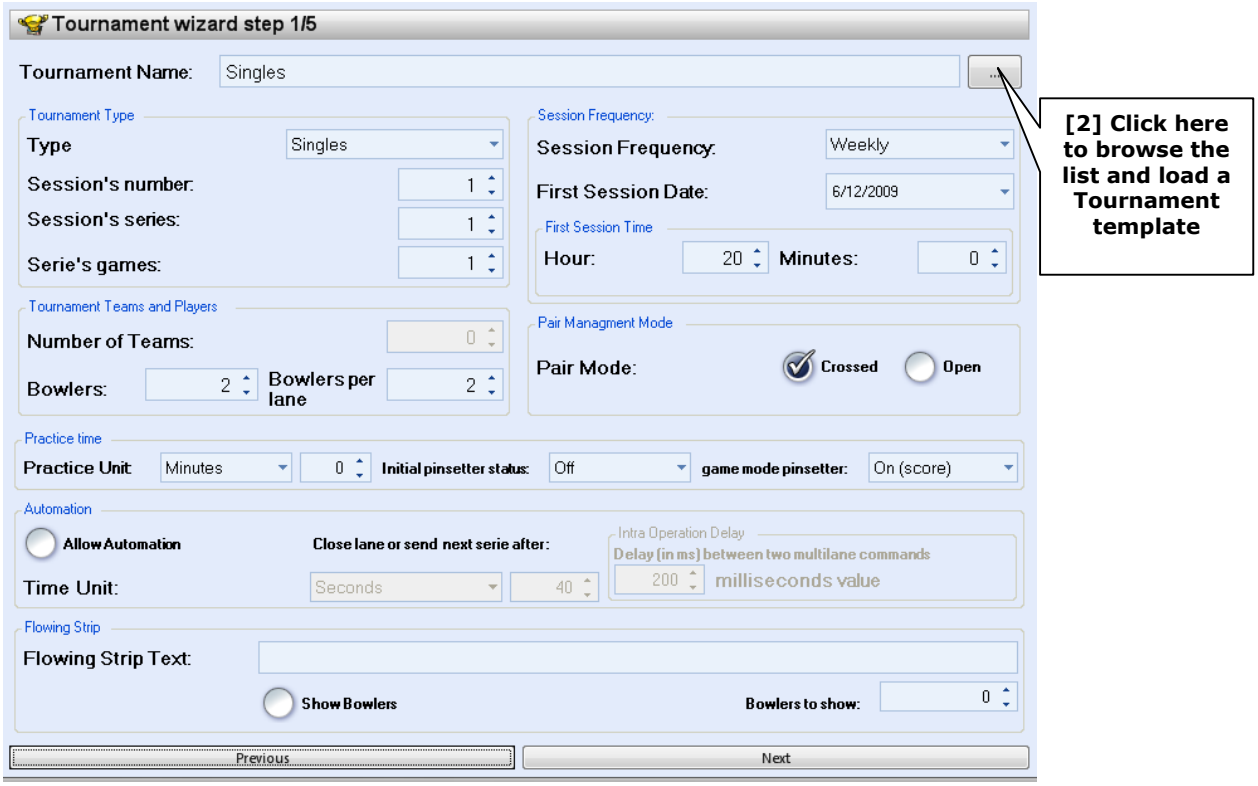


Creating a new Tournament (start wizard)

- Open the Tournament plug-in
- Click on **New (wizard)** button to start the tournament creation

Next Step → Edit the competition event and define the general parameters; use **next & previous** buttons when available to browse the league wizard.

(Wizard): Define the General Parameters



TOURNAMENT NAME

Enter the Tournament name to define the competition.

TOURNAMENT TYPE

- **Single** Tournament for single players only, no team definition
- **Team** Tournament for Teams
- **Swedish first division** 2 teams as a Swedish style league (first division)
- **Swedish top league** 2 teams as a Swedish style league (top league)
- **Danish** 2 teams with 4 players as a Danish tournament

SESSION'S NUMBER

Enter the number of the weeks that compose the tournament. Note: each week could be played by the same or different bowlers, depending on the team roster.

SESSION'S SERIES

A "**Serie**" is defined as "how many times" the teams/bowlers move to a different lane after xx games.

SERIES' GAME

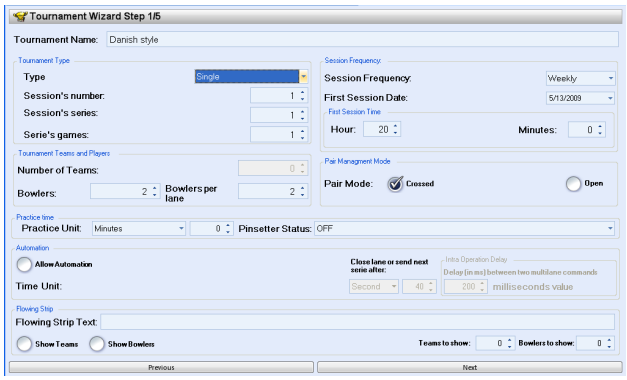
Enter the number of games to play for each serie.

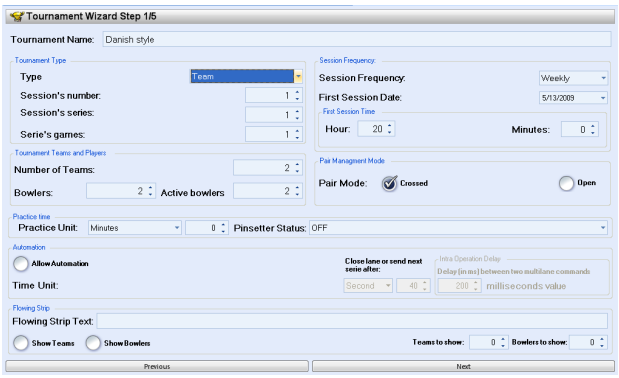
Example

1 series with 4 games = the team plays 4 games on the same lane or pair of lanes

4 series with 1 game = 4 games in total, the teams move 4 times from lane to another lane.

TOURNAMENT TEAMS AND PLAYERS



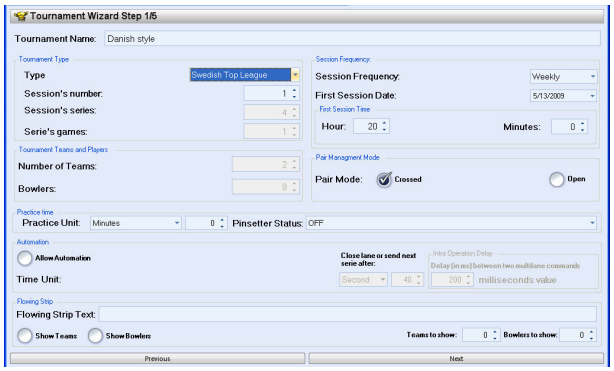


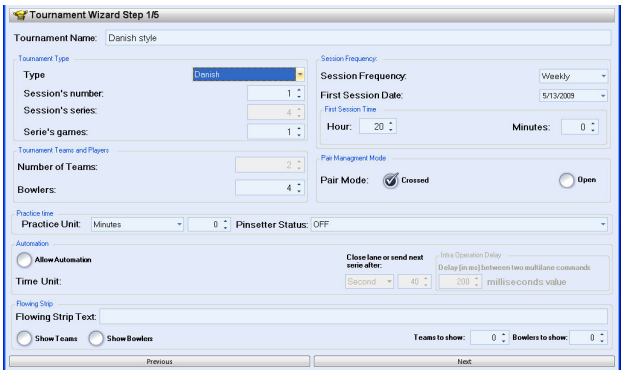
Single style competition

- Number of teams (not available)
- Bowlers: enter the total number of all players
- Bowlers per lane: enter the maximum number of bowlers to assign to each "group", each group plays on a single lane

Team style competition

- Number of teams: enter the number of teams that play the competition
- Bowlers: enter the total number of players for each team, substitutes included
- Active bowlers: enter the official number of player's for each team





Swedish style competition (First Division or Top League)

The default settings cannot be changed; change the session number to increment the week number.

Danish style competition:

The default settings cannot be changed; the editable fields are the number of games for each series, the number of bowlers for each team and the session's number.

SESSION FREQUENCY

Informative fields to set the session frequency, the starting date of the competition and the frequency of the competition (daily, weekly, monthly).

PAIR MANAGEMENT MODE

- **Crossed:** (American league style) Team/Players swap left-to-right right-to-left after each frame
- **Open:** Team and/or Players play the games on the same lane. Dutch league style: lane switches after each game

PRACTICE (time/throws)

- **By time:** indicate how many minutes for the practice period
- **Throws/frames:** indicate how many throws each player will do for the practice period

INITIAL PINSETTER STATUS

Select the pinsetter status when the scorer sends names to the lanes:

- **OFF:** the player's name will be visible on the lane monitor screen, but the pinsetters will remain off until the "start bowling" or "start practice" is sent to the lanes
- **ON (No Score)** = unlimited practice, pinsetters remain on, but the scorer does not count the pins
- **ON (score) or Automatic** = Pinsetters switch on and the scorer is ready to count

GAME MODE PINSETTER

Select the pinsetter status when "Start bowling" is sent:

- **OFF:** the player's name will be visible on the lane monitor screens, but the pinsetters remain off
- **AUTO:** Pinsetters switch on and the scorer is ready to count

ENABLE AUTOMATION

- **Automation enabled:** The scoring system manages and sends the "next" series or closes the game session automatically after the time indicated in the selection box.
- **Automation disabled (checkbox empty):** each series needs to be started manually; game sessions need to be closed manually.

INTRA OPERATION DELAY

Indicates the time (in milliseconds) between consecutive multiple lane commands (as example, start bowling when all pinsetters will be switched on). This is necessary to prevent a massive surge of electricity by turning all pinsetters on at the same time.

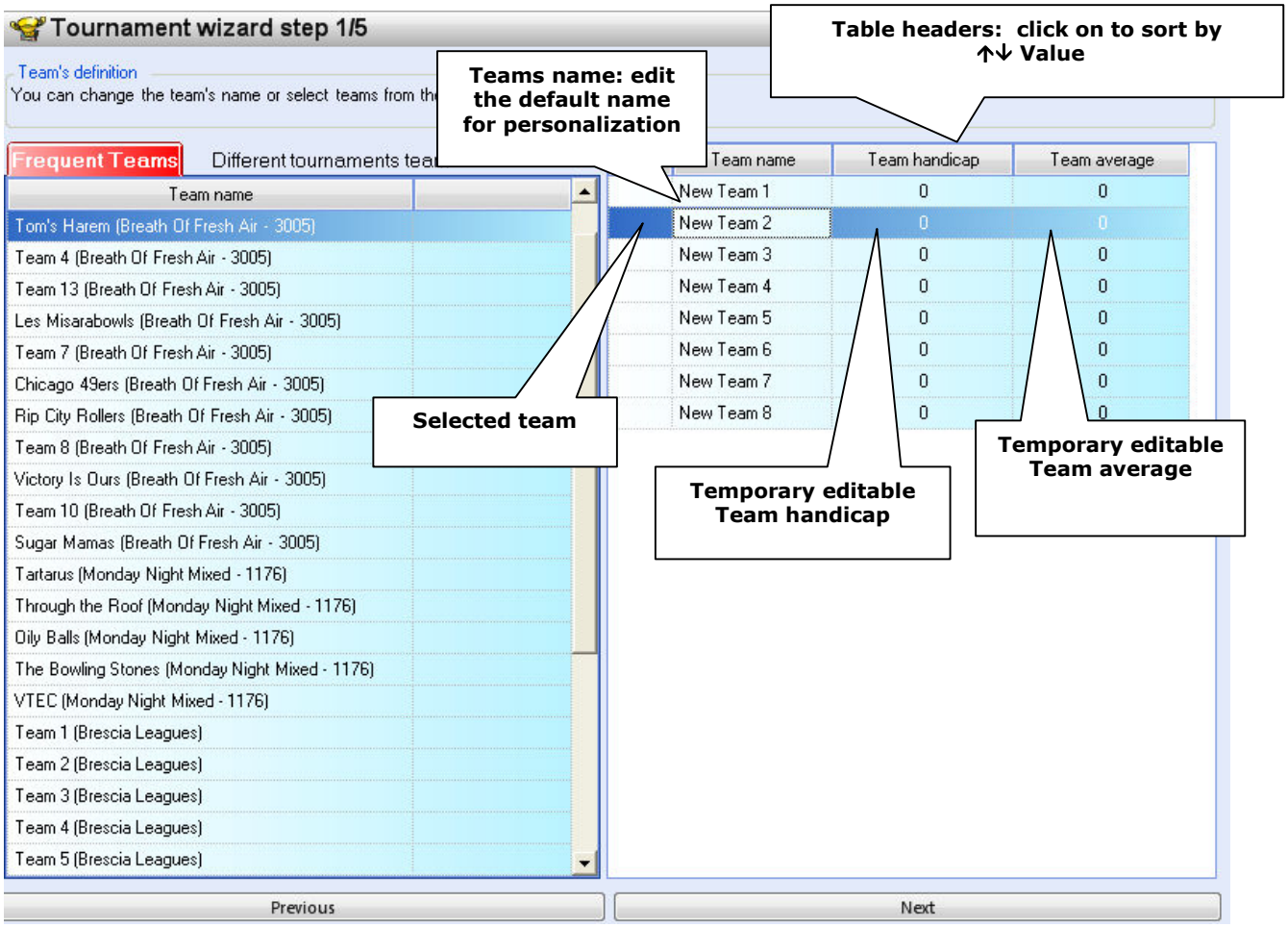
FLOWING STRIP

The flowing strip is a scrolling text on the lane monitors that reports the results and game progress during competition play. The flowing strip starts at the end of first serie (for the USA league, at the end of a game):

- **Flowing strip text:** enter a "welcome text message" at the beginning of the strip
- **Show Teams:** display/hide team name, totals, points
- **Number of teams to show:** indicates the first team's position to show
- **Show bowlers:** displays/hides player names and totals
- **Number of bowlers to show:** indicates the first bowler's position to show

Click on NEXT to continue.
Single: the next step will be defining the bowlers.
Teams: the next steps will be defining the teams then the bowlers for each team

(Wizard): Teams definition



REMARKS
As a default, the program assigns "new Team 1", "new Team 2", etc. as a temporary team name. The temporary names could be edited later, either from the Bowler's Consoles or from the Lanes manager menu. Teams could be imported from the frequent teams list or from another league or tournament.

EDIT THE TEAM NAME

Highlight the name field and type a new name. The team handicap and team average could be edited in this phase but will be temporary; the values could change depending on the handicap role and the team roster.

ADD MORE TEAMS

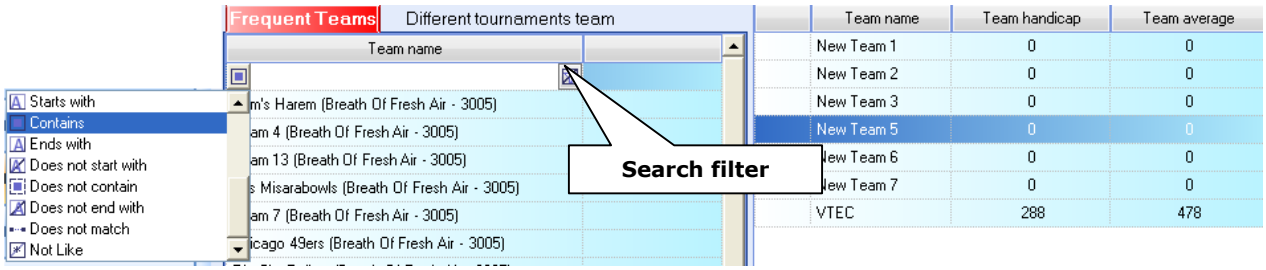
Click on the previous button to come back to the first wizard page and change the team number. Note: the frequent teams or teams loaded from other competitions could be added directly on the team definitions page, it is not necessary to change the team number.

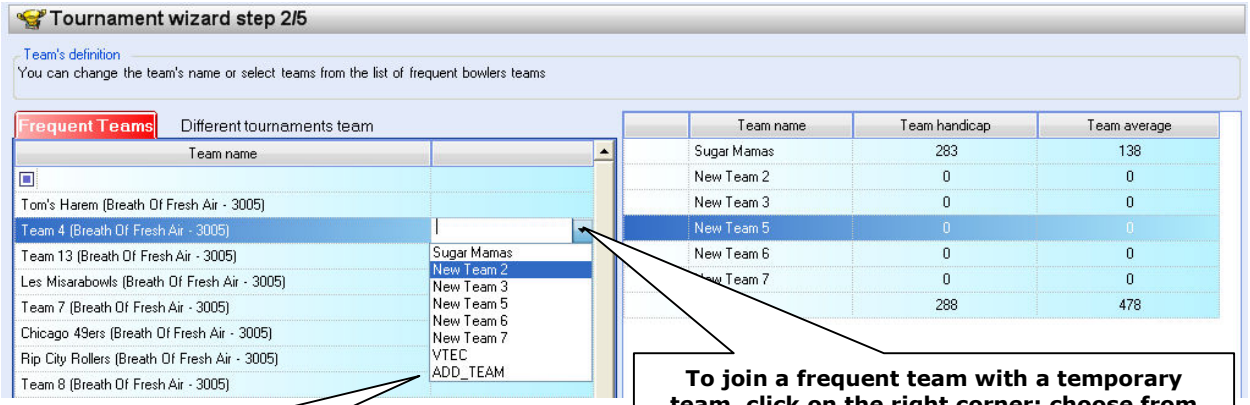
REMOVE A TEAM

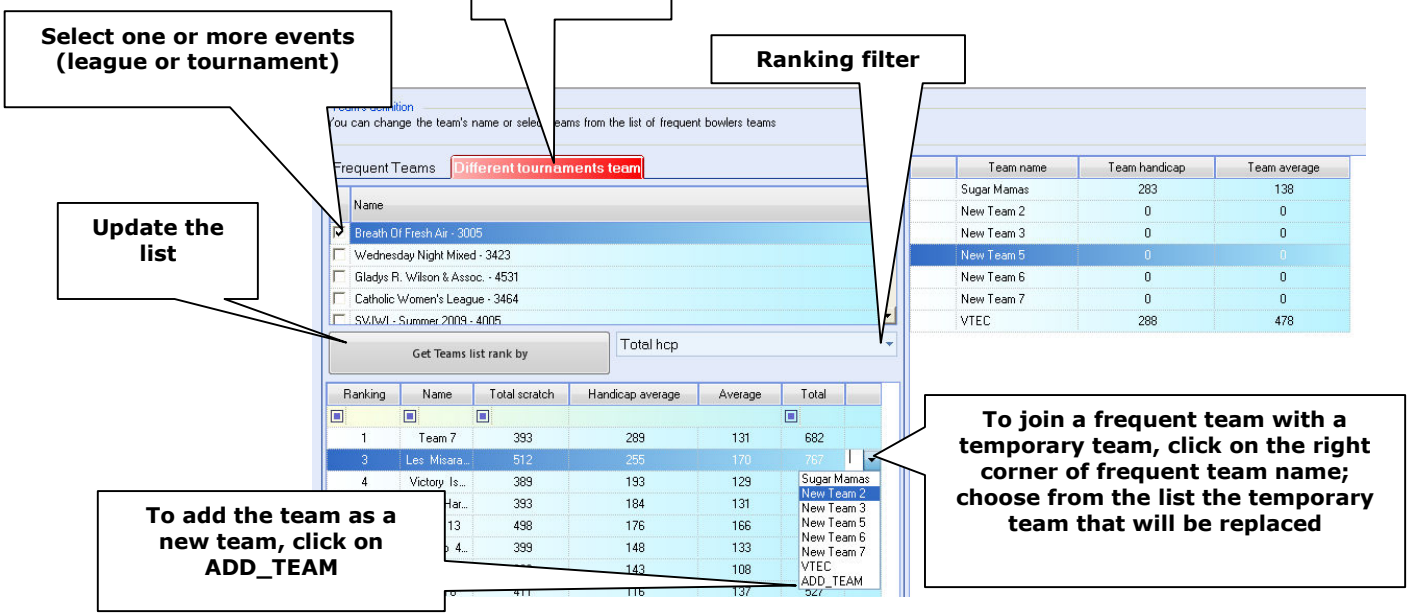
Click on the left column near the team name, a red cross appears ; click on the Red Cross and confirm. Note: it is not possible to remove a team below the minimum number of teams, click on the previous button to come back to the first wizard page to change the team's quantity.

FREQUENT TEAMS -DIFFERENT

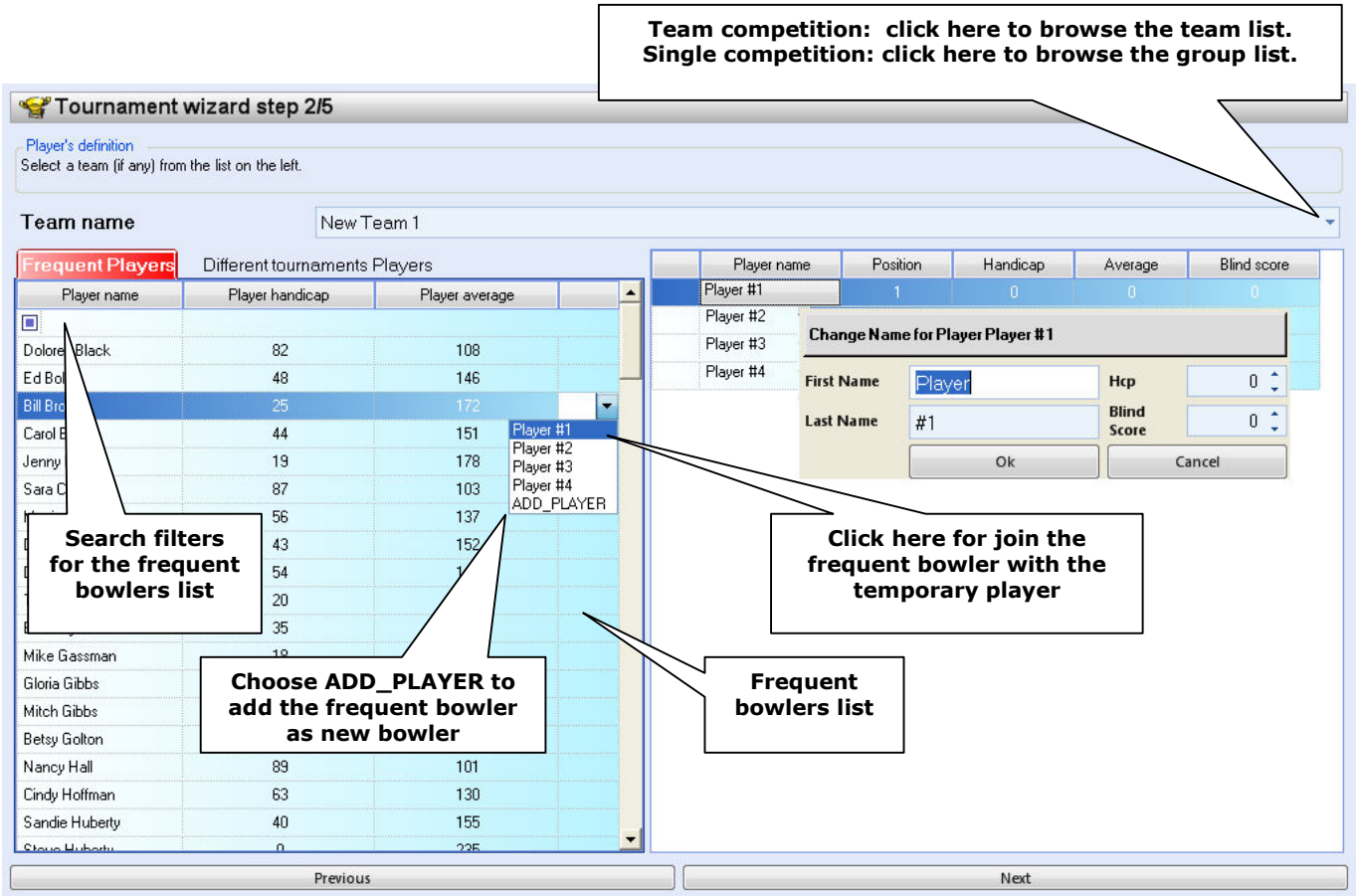
Any Team that plays a competition with Focus will be added automatically to the frequent Teams list; the frequent teams remain available until the desk operator deletes all competitions (leagues or tournaments) that contain them. If the frequent teams list contains many teams, the symbol appear at the top, click on it to use the search criteria filter.





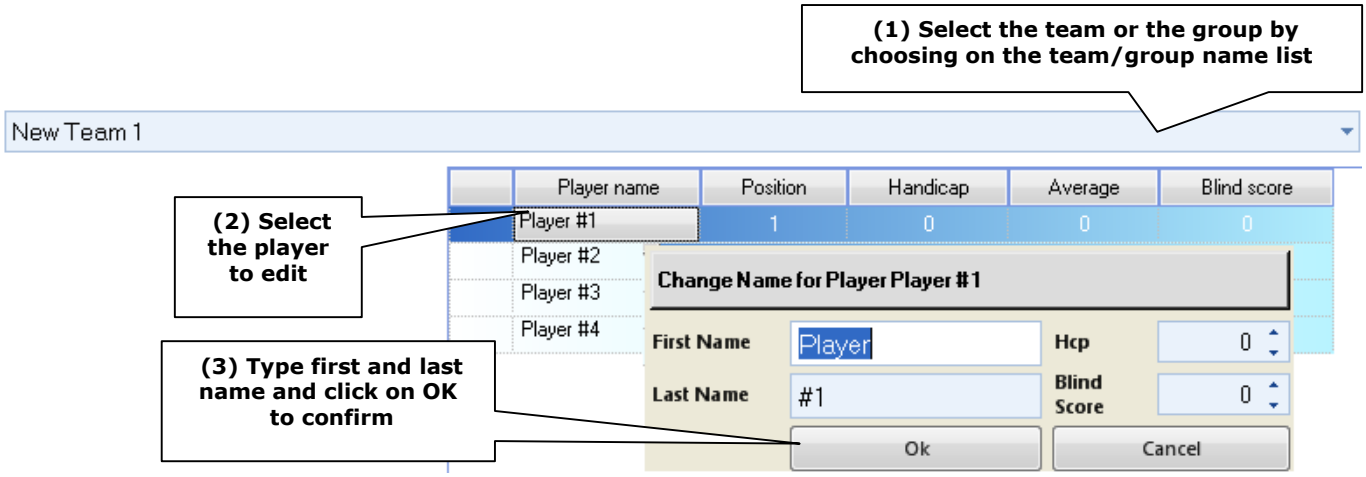


(Wizard): Bowler's Definition



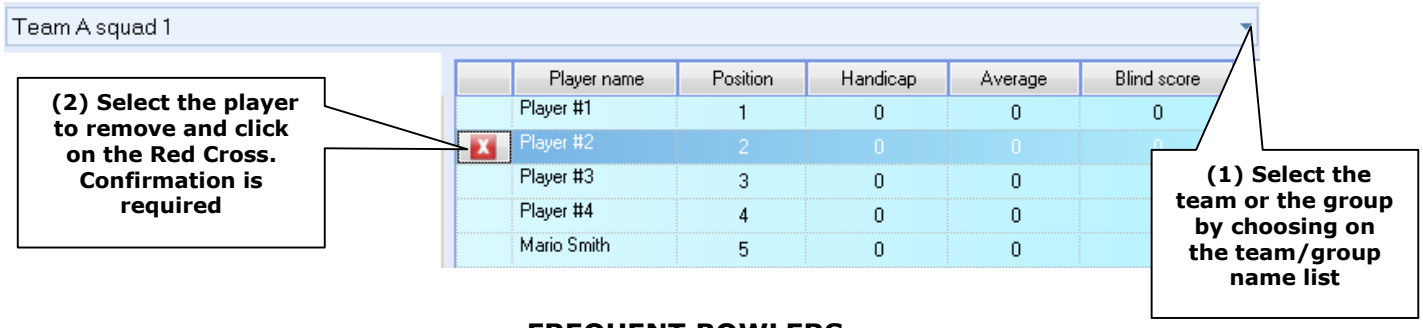
REMARKS
As a default, the program assigns "player #1", "player #2", etc. as a temporary bowler's name. The temporary names, handicap and blind score, could be edited now or later, either from the Bowler's Console or from the Lanes manager menu. The bowler average could be changed now, edited from the Team/Group Roster or imported from one or more past competitions.

EDIT A BOWLER'S NAME



Handicap, Average and Blind Score could be edited now or at the end of the wizard from the Team/Group Roster, the player position could be changed from the Team/Group roster menu after the wizard ends.

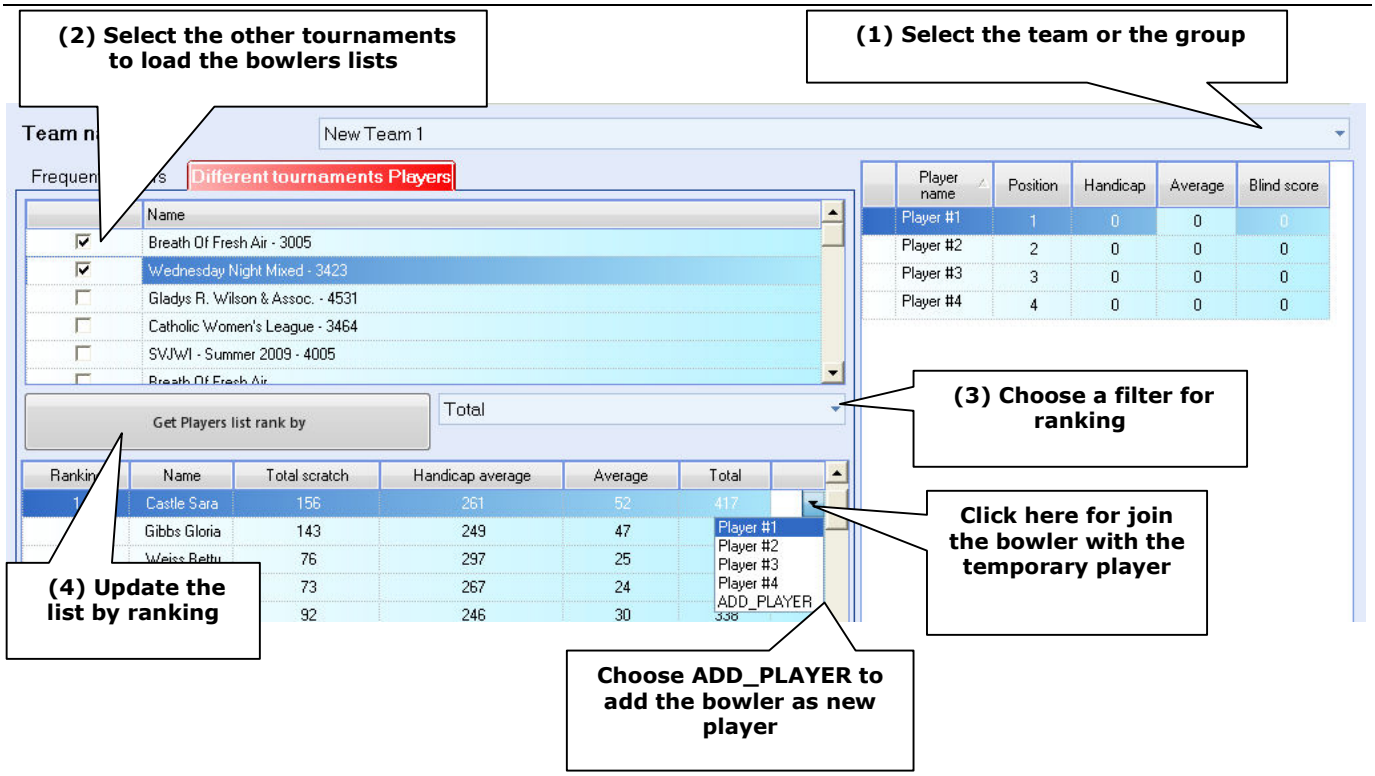
REMOVE A BOWLER FROM A TEAM OR GROUP



FREQUENT BOWLERS

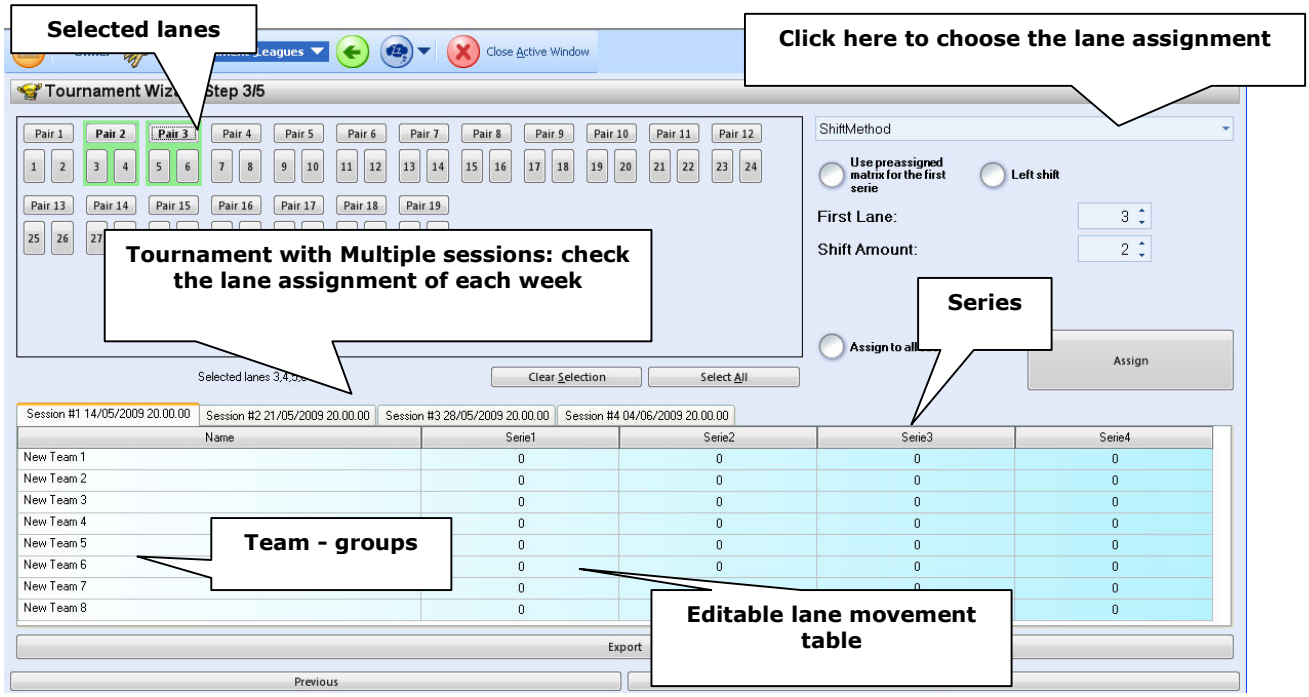
Any bowler that plays a competition with Focus will be added automatically to the frequent bowlers list; a frequent bowler will remain available until the desk operator deletes all of the competitions that contain the bowler. If the list contains many bowlers, the symbol will appear on top, click on it to use the search criteria filter.

LOAD BOWLER LISTS FROM OTHER TOURNAMENTS



Note: handicaps and averages are loaded with the selected players.

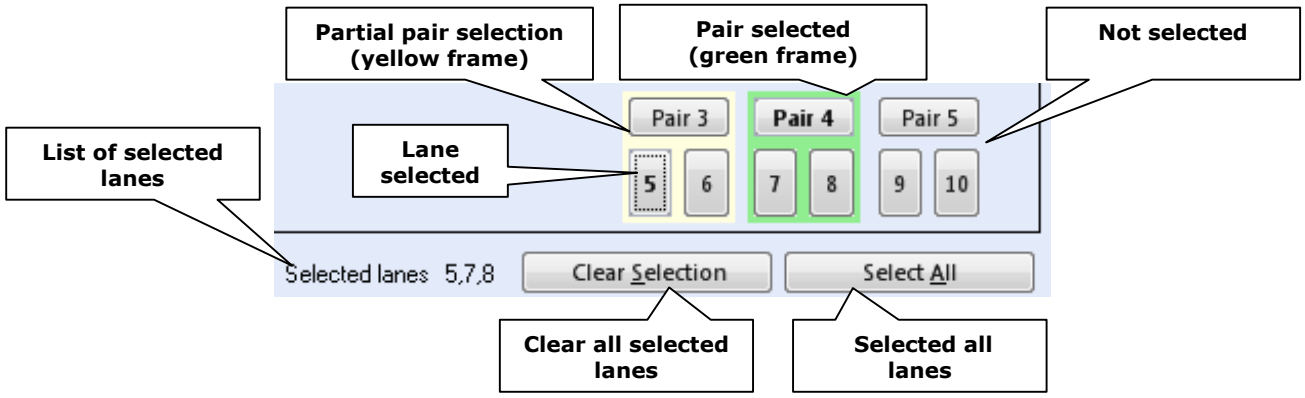
(Wizard): Lane assignment



The lane assignment could be edited manually or by using a pre-assigned schedule; the first step is to select the official lanes where to play the competition.

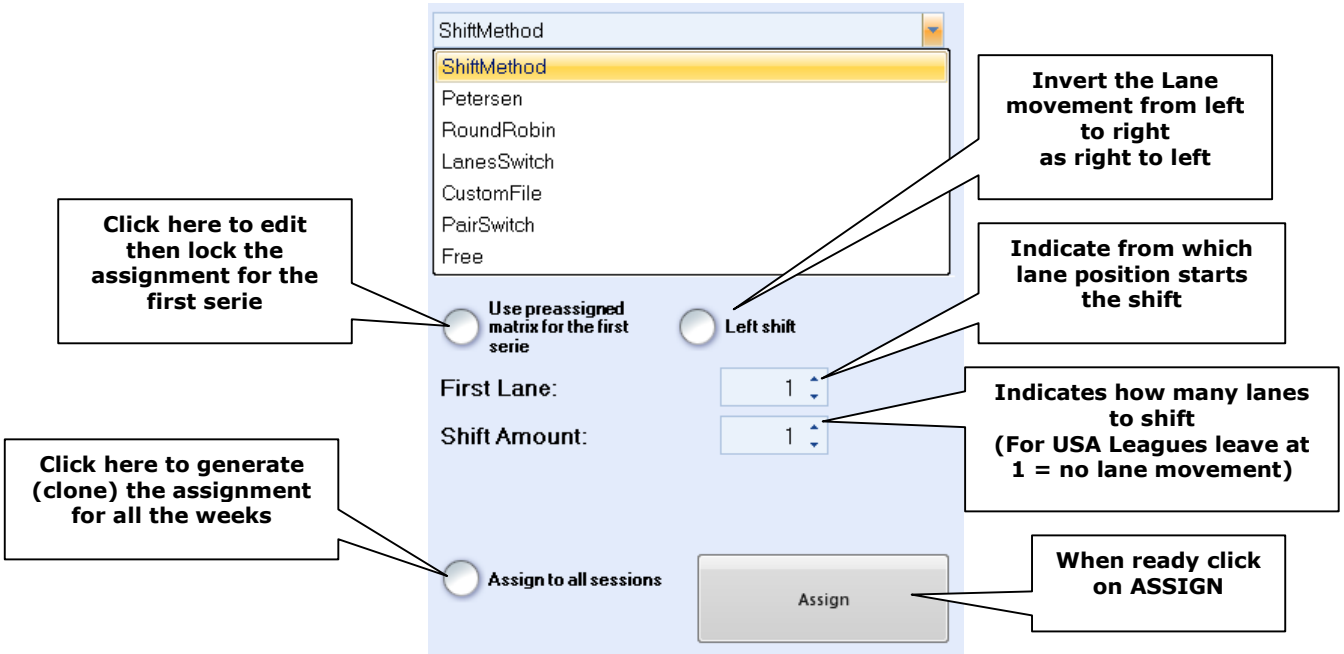
REMARKS
As a default, the program assigns the same lane to the same teams each week; to change the lane assignments, move to a different week and change the destination lane. It is possible to change the lane assignment at any time, after the wizard ends, even right before beginning to play. It is not necessary to select the lanes in sequence; the program uses the selected lanes as a range "from-to" from left to right ignoring the unselected lanes in the middle. In crossed style competition it is mandatory to select lane pairs always.

LANES RANGE SELECTION



- Click on the **Pair button to select or unselect** the lane pair; a green frame highlights the selected lane pair
- Click on the lane number to select only one lane of the pair, a yellow frame highlights the lane pair and the selected lane number is highlighted in **bold**
- At the end of the selection, click on the **Assign** button to confirm the new lane assignment

CHOOSING OF SHIFT METHOD



- **Shift Method:** leave this selection for left/right standard lane movement or when there are no lane movements needed (default for USA Leagues)
- **Petersen - Round robin:** the program will assign automatically the lanes to the team/group using the standard Petersen or Round Robin table
- **Lane Switch (Dutch league style):** move odd lane to right and even lane to left after each series
- **Pair Switch:** move odd LANE PAIR to right and even LANE PAIR to left after each series. Available advanced option: invert lanes during switching. The pair switch requires an even number of teams/groups and an even number of series
- **Free:** choose this option to perform a manual lane assignment editing the lane movement for each series from the table session below
- **Custom file:** load a saved template assignment
- **Swedish Top League-First division/Danish:** the template for these lanes assignments becomes available if the competition was generated as a Swedish/Danish event; use the previous button to come back to the first wizard page if necessary to choose this option

Multi-week only: tag the checkbox "Assign to all sessions" before performing the first week assignment: in this way, the first week assignment will be filled immediately for the all the weeks and should be changed later when necessary, week by week.

HOW TO MAKE A SORT ASSIGNMENT

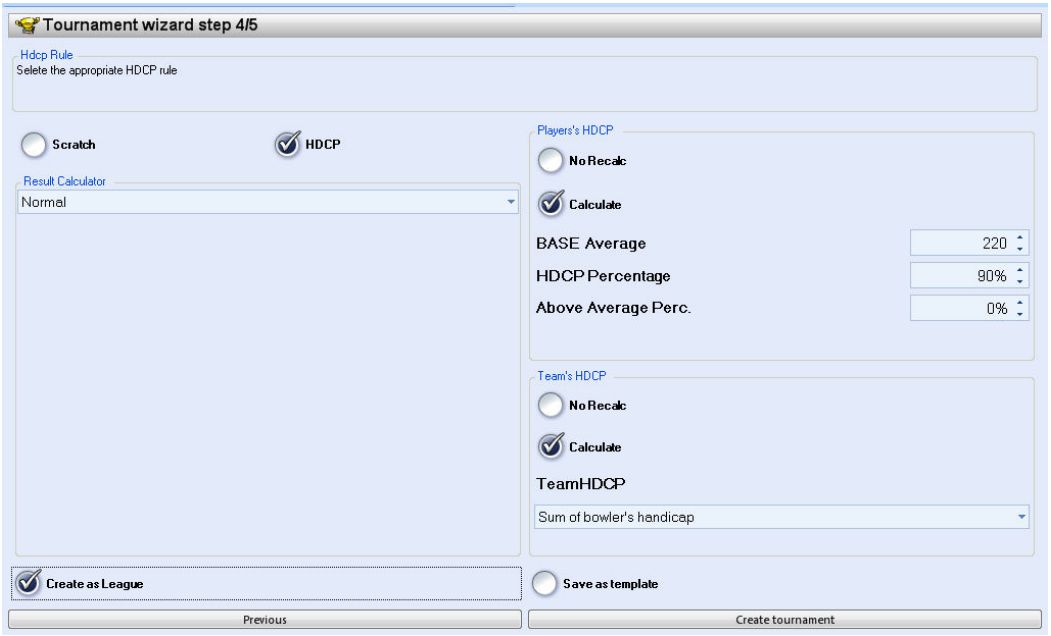
- Tag the checkbox **Use pre-assigned matrix for the first series**
- Edit the first series column from the **lane movement table**
- Click on the **Assign** button

The lanes edited as the first series remain as before, the program will calculate and apply the lane shift for the next series automatically.

SAVE LANE ASSIGNMENT (EXPORT)

Click on the **EXPORT** button to save the lane assignments as a custom file for the next time; if necessary, complete this operation choosing a path and file name.

(Wizard): Handicap and Rule's Definition



HCP RULE

Scratch/Handicap: add/remove the bowler's handicap from the calculation; the choice could be performed in advance or after the event.

RESULT CALCULATOR

Normal = standard, no special points

Petersen (for Petersen match only) = add xx point(s) to the team/player that wins the match.

Petersen + single/double bonus = add the point to the winner of the match, plus apply a threshold with a bonus or 2 bonus points if the threshold is 2.

Single/double bonus = add xx points when the bowler passes the threshold. The thresholds (one or two, depends on the choice) are calculated on each game and the bonus will be applied every time the scratch score is over the threshold, tagging the **cumulative** checkbox will give the bonus "one" time only.

RESULT CALCULATOR FOR SWEDISH - DANISH COMPETITION

Danish = the team that collects more pin fall in one game wins 2 points, the team that collects more pin fall in 4 games wins 2 points more.

Swedish top league/First division = point assignment as Swedish rule

PLAYER HANDICAP

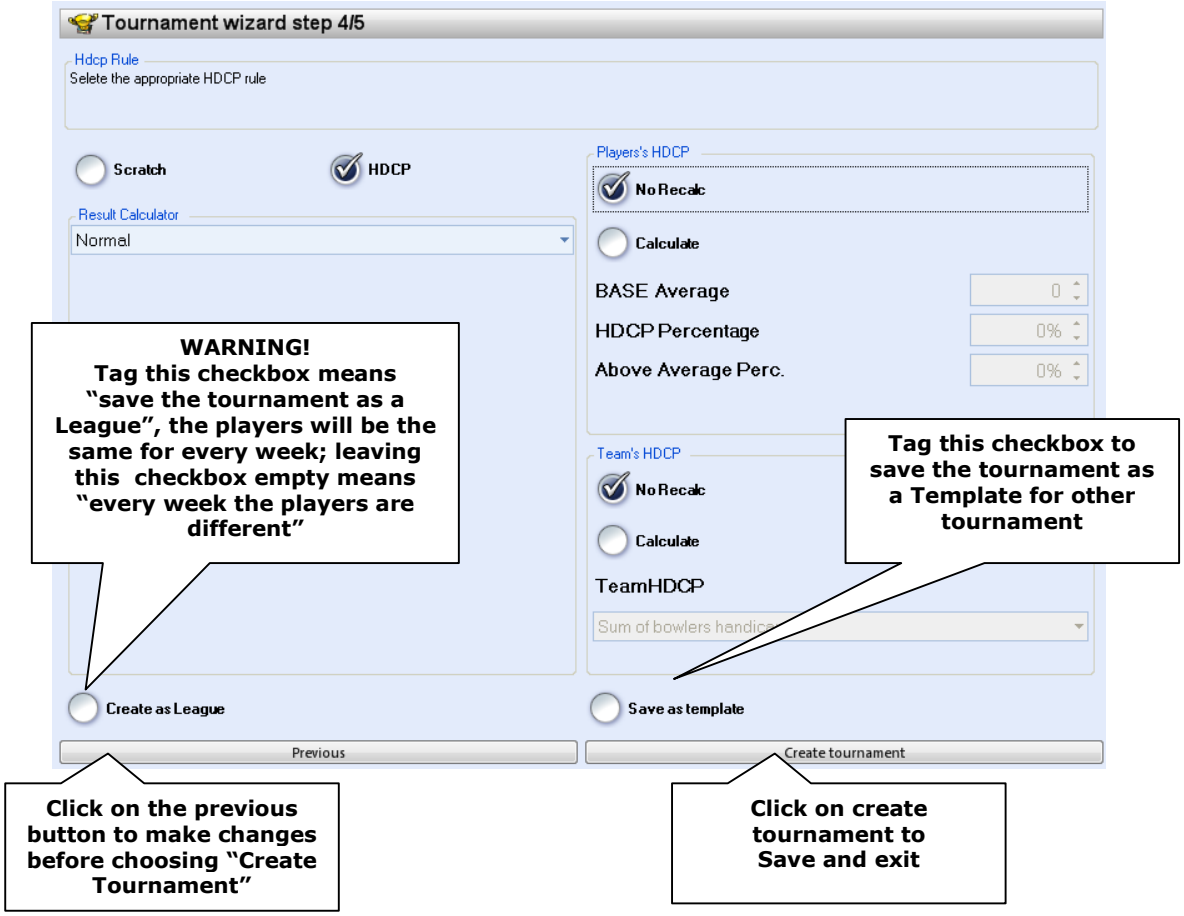
Tag the checkbox **calculate** and fill the base average and % percentage of; as the formula Hcp player= Hcp percentage x (Base average–player average); if the league uses a negative handicap method, enter the appropriate percentage on the "**above average perc**." box.

Tag **No calculation** if the player uses a fixed handicap or no handicap used.

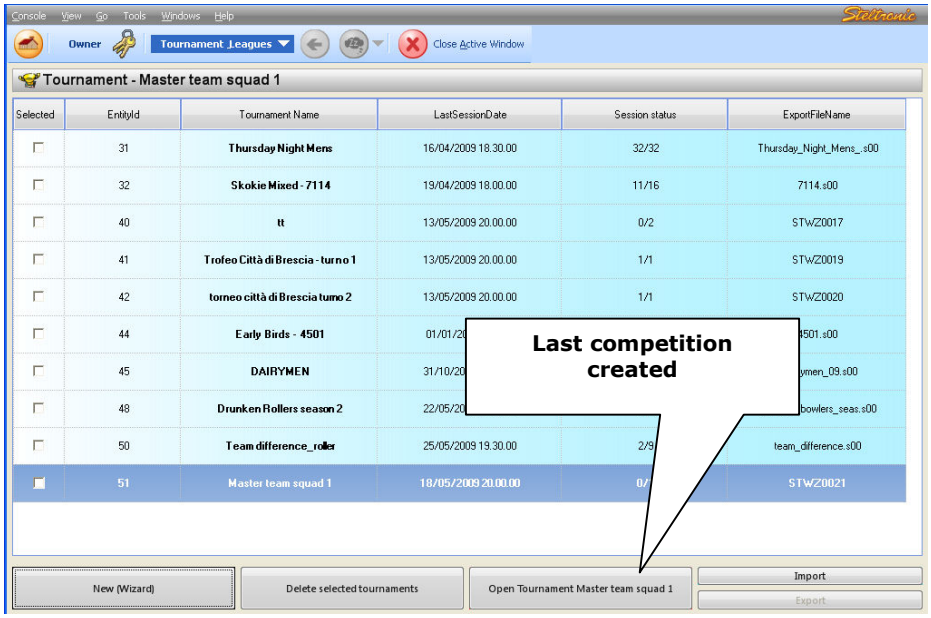
TEAM HANDICAP

Choose the role for team handicap: Either the sum of the bowler's handicaps or based on the team average, based on the team difference or disables the team handicap calculation.

End of the Wizard



Clicking on the **Create Tournament** button will finish the wizard and create the competition records in the Focus database. The competition is ready to be played or to be modified as needed.



The last created competition is highlighted by default, click on "Open…" when ready to edit or play the Tournament.

Events list menu

Event in the play pending window

Double click to select all

Select the event's name

Sort by the Last week (session) date ↑↓

Sort by the event name ↑↓

Sort by the Week (session) number ↑↓

Leagues

Mill Donderdag league 200...

Lanes

Booking

Time Games

Leagues

POS

Products & Rates

Cash Regis

Report System

Lanes

Tournament - Skokie Mixed - 7114

Selected	Tournament Name	Last session date	Session status
☑	Early Birds - 4501	11/6/2008 9:30:00 AM	9/31
☑	Skokie Mixed - 7114	2/8/2009 6:00:00 PM	11/16
☐	DAIRYMEN	10/31/2008 10:30:00 AM	5/25
☐	Adidas Fans Mixed 2009 modificata	9/4/2008 6:00:00 PM	2/33
☐	Thursday Night Mens	4/16/2009 6:30:00 PM	32/32
☐	Adidas Fans Mixed 2009	9/24/2008 6:00:00 PM	5/33
☐	Mill Donderdag league 2008-2009	5/20/2009 8:00:00 PM	1/30

Event selected

Click here to open the Tournaments plug-in

Single checkbox selection

Game in progress

list

Open the selected event

New (Wizard) | Delete Tournament Early Birds - 4501 Skokie Mixed - 7114 | Combine tournaments Early Birds - 4501 Skokie Mixed - 7114 | Open Tournament Skokie Mixed - 7114 | Import | Export

Create a New tournament

Delete the selected tournament

Combine the score results of the selected events

When the events in the list are more than 20, it is possible to use the search filter to find the week; the weeks could be searched for by Name, Last session date or Session number (status):

Click here to select the filter criteria

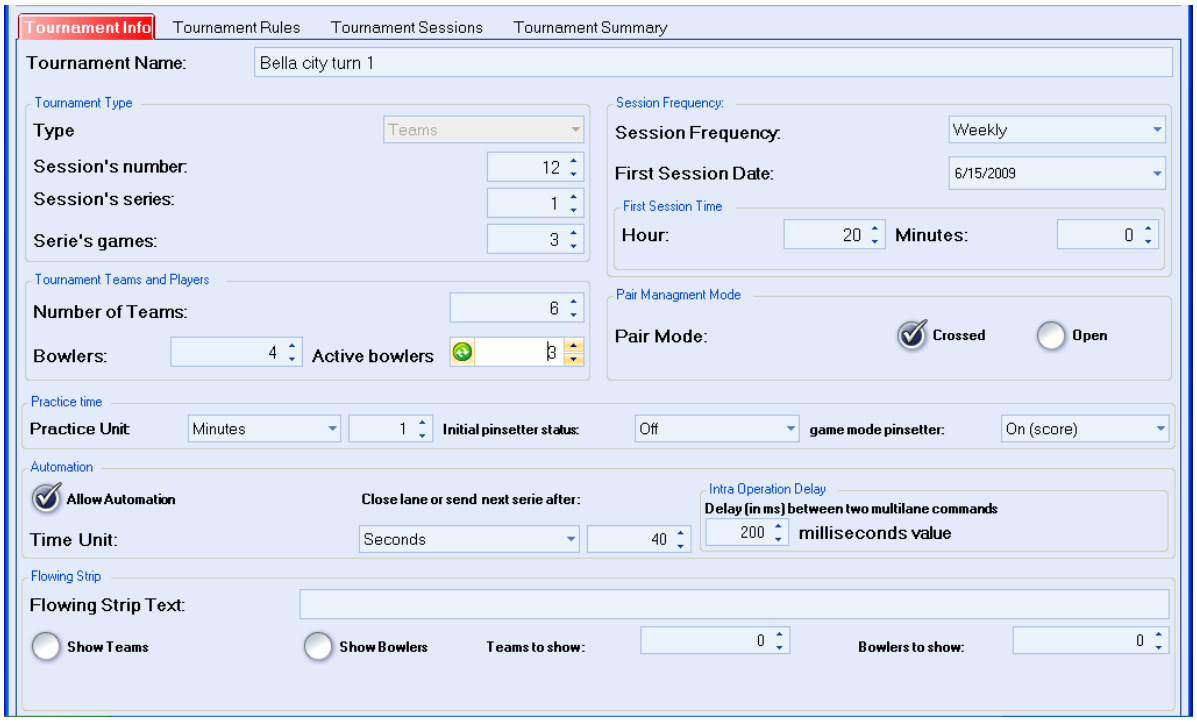
Type the name here

Clear the criteria

Selected	Tournament name	Last session date	Session status
	c		
	Breath Of Fresh Air - 3005	6/10/2009 7:15:00 PM	4/13
	Wednesday Night Mixed - 3423	5/6/2009 7:15:00 PM	33/33
	Gladys R. Wilson & Assoc. - 4531	6/11/2009 6:30:00 PM	5/16

Starts with
Contains
Ends with
Does not start with
Does not contain
Does not end with
Does not match
Not Like

Week tabs (session)



As soon an event is opened, it will go into the Tournament Info tab. The window has 4 main tabs:

TOURNAMENT INFO

Main competition information such as series, games, automation, play mode style, automation, etc. In this tab it is possible to change the play style (crossed or open), change the practice time, enable the Flowing strip text to show the results at the end of the first serie of games.

TOURNAMENT RULES

The location to edit **the Lane assignments** and **Handicap rules** definition.

TOURNAMENT SESSIONS

Team Roster, the location to edit the team/group/player details and **Session summary** the location to check/print/export the game session results.

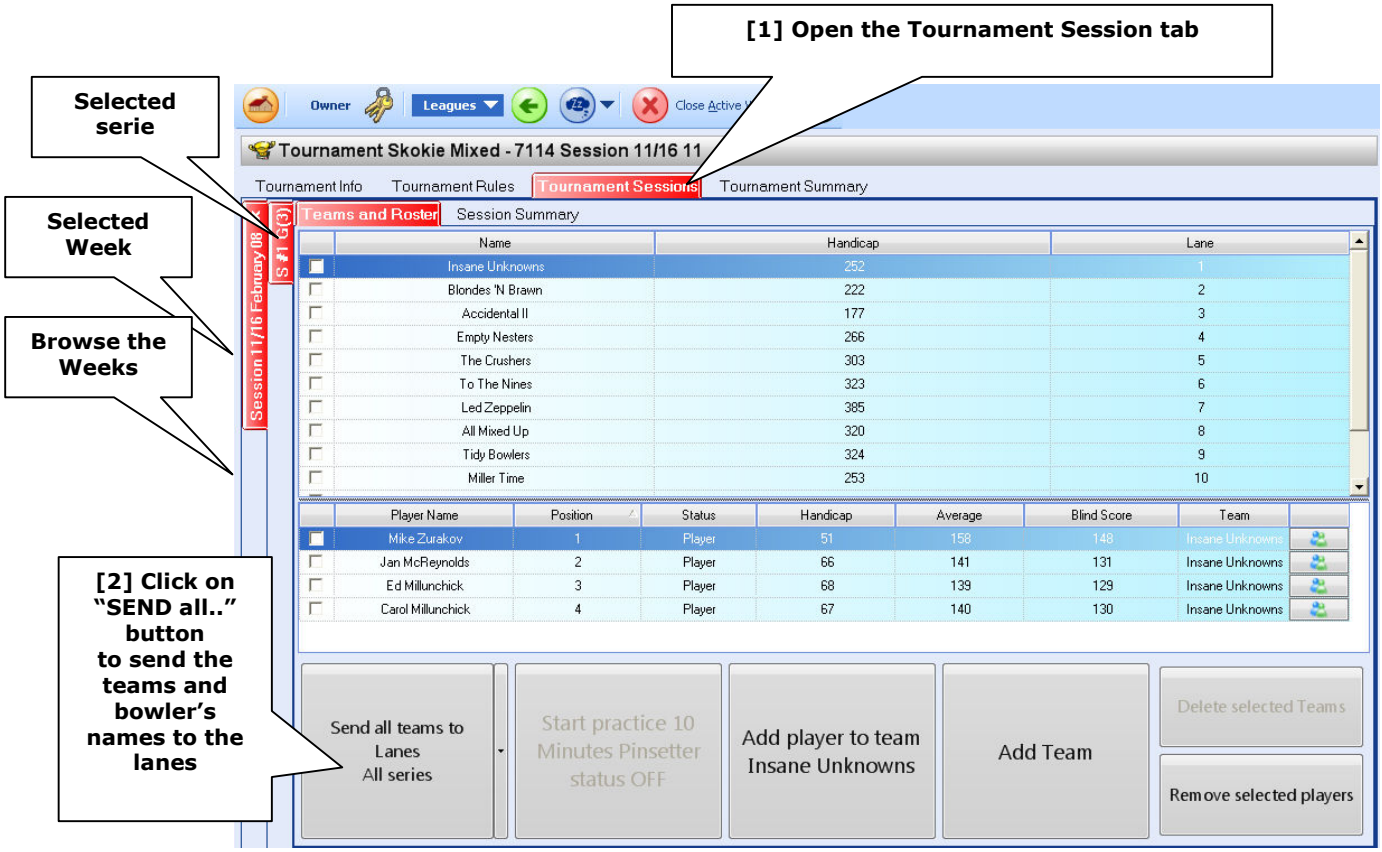
TOURNAMENT SUMMARY

A tab to check/print/export the results of all the games of all the weeks played.

AVAILABLE ACTIONS

- To change the play mode (crossed to open or vice-versa), enable the flowing strip text at the end of the games or to change the practice time, open the tournament Info tab → see page 28
- To play the session now, open the Tournament Session → see the next pages
- To change the event before playing or for changing lane assignments or to start the games on selected lanes only; open the tournament rules tab → see page 30
- To edit the team roster (bowler's status, vacant, blind etc.) before playing* → see page 33

*Vacant and blind status could be changed from the bowler's console or the Lanes Manager even during league play.



As a default the tournament starts with the first series of the first week, browse the weeks/series list if necessary.

[3] Wait until the **Start practice** button is available, then click on it to start the practice time on the lanes

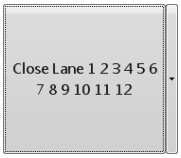
[4] At the end of practice time, click on the **Start bowling** button to begin the competition.

REMARKS
The send lanes, practice and start bowling commands could also be sent from the Lanes manager menu, directly from the pinsetter control menu . Lanes could also be manually closed from the Lanes Manager, clicking on the lane icon and the close lanes button.

CLOSE THE WEEK AUTOMATICALLY

If the tournament was created with "automation enabled" in the tournament info tab, it is not necessary to close the lanes manually, the lane program will close the lane by itself after the xx time indicated. To change the league info tab (before sending the league to the lanes) see page 28

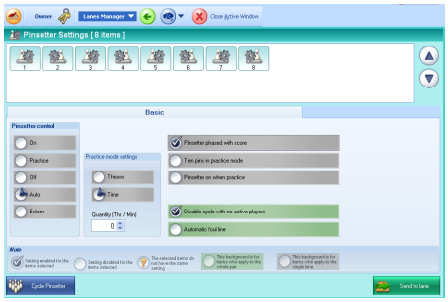
CLOSE THE WEEK MANUALLY



It is also possible to close the lanes from the Tournament plug-in: after the week selection, open the Tournament Session tab and click on the **Close Lane** button to end the competition.

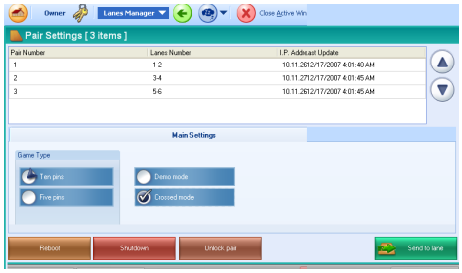
End of games session: Resume the lane status

At the end of the week, the lane and pinsetters remain with the same status selected for the league session. To resume the lanes as usual, proceed as following from the **LANES MANAGER MENU**:



PINSETTER settings:

- Check that the Pinsetter control is selected as **Auto**
- Click on **Send to lane**

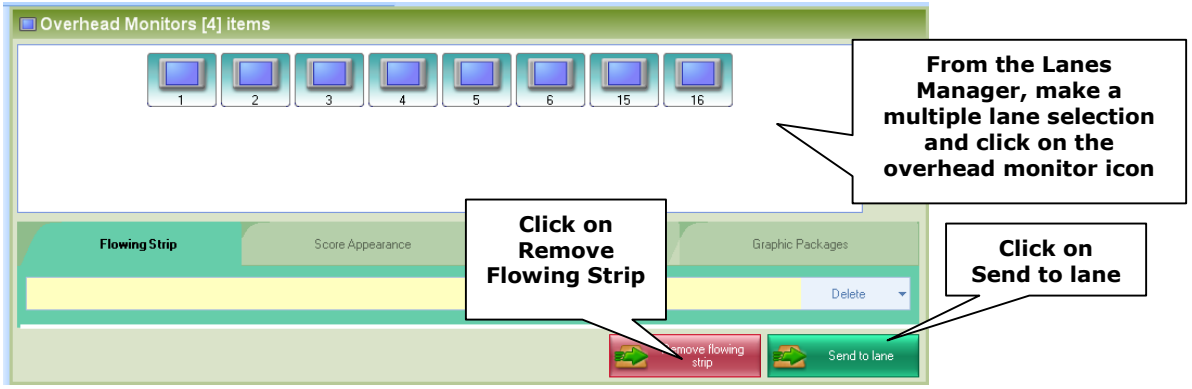


Pair settings:

- Remove the check from Crossed mode
- Click on **Send to lane**

Remove the Competition flowing Strip

During the competition, the Flowing strip (if enabled) displays the game results automatically.
At the end of the games, the flowing strip will still continue to run until it is removed from the Main Desk:

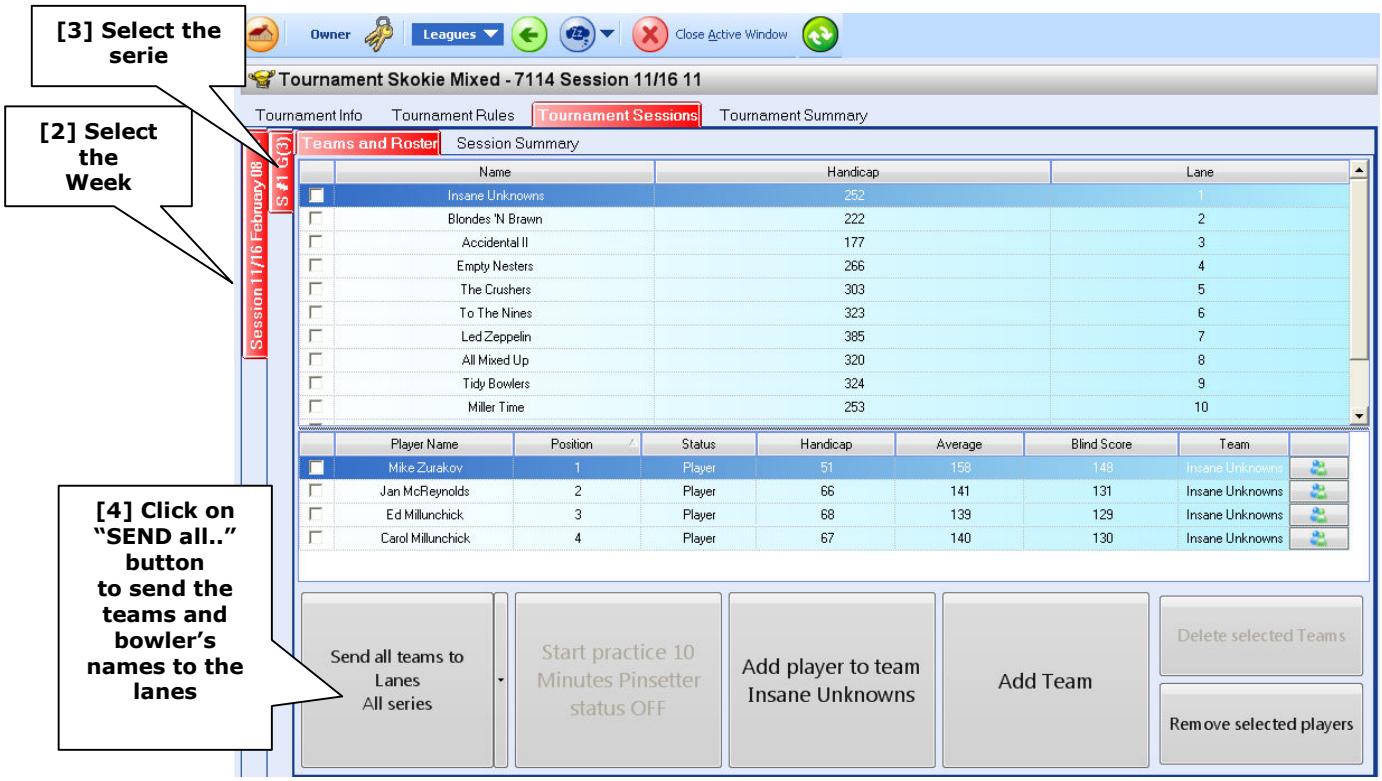


Send the series manually

With "Automation enabled" in the tournament info tab, the focus program schedule automatically closes the series and the games; the Scorer closes the lanes when a series ends and after a xx time open the lanes automatically if a new series needs to be play.

There are some tournaments that need to be play xx series per series, not in the sequence or with a particularly lane movement that require empty lanes in the lane assignments; to manage these tournaments it is possible to open and close each serie manually, without using the automation:

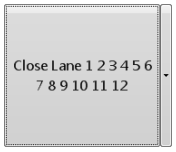
1) Open the Tournament event



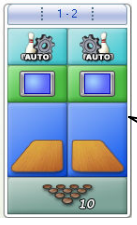
As a default the tournament starts with the first series of the first week, browse the weeks/series list if necessary.

[5] Wait until the **Start practice** button is available, then click on it to start the practice time on the lanes

[6] At the end of practice time, click on the **Start bowling** button to begin the competition.



[7] When the serie is finished, click on the **Close Lane** button.



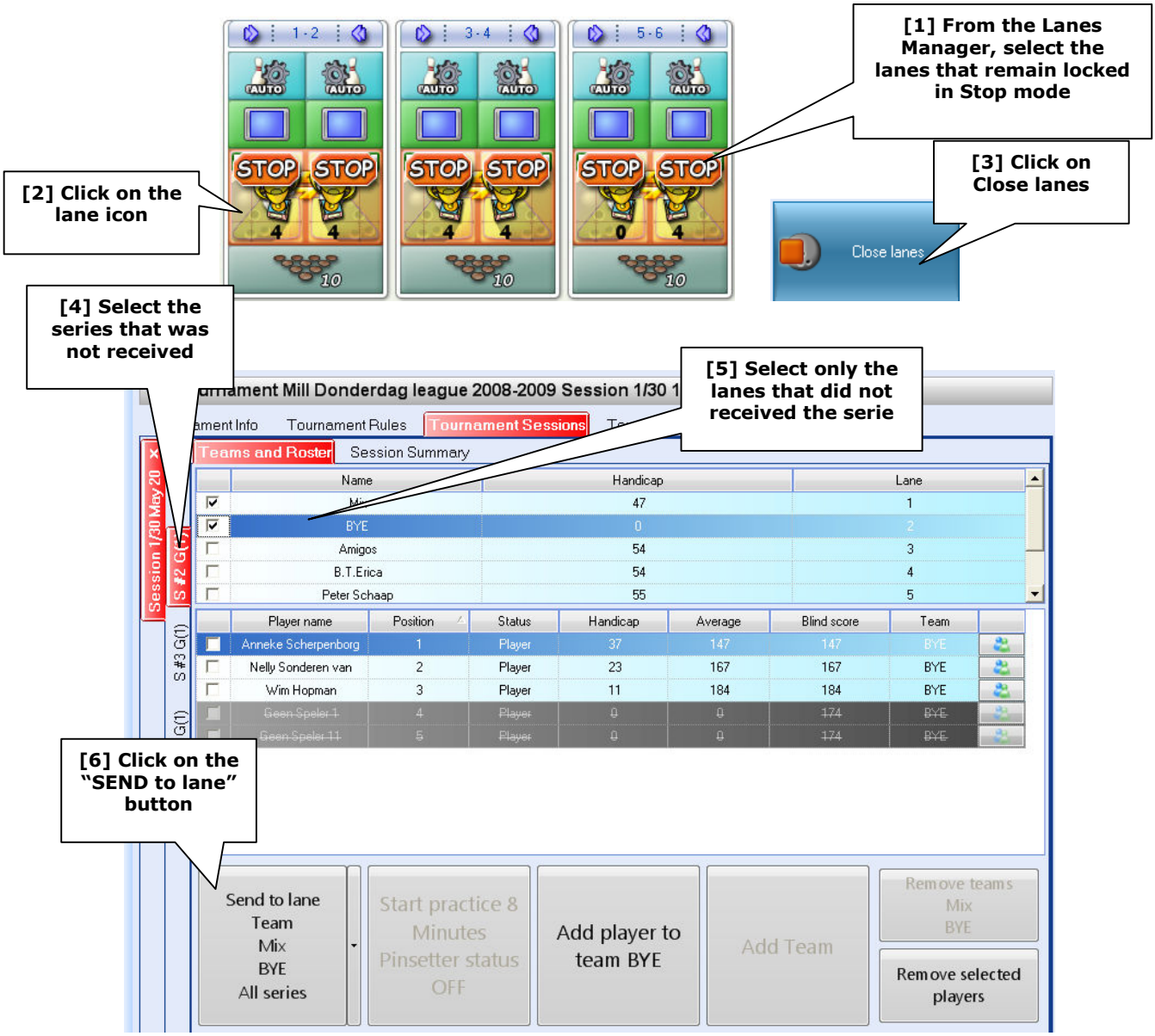
To start a new serie, browse the serie list, choose another series and click on **Send to lanes**.

To skip the practice time, from Lanes click on pinsetter control and select AUTO

Sends serie manually to specific lanes

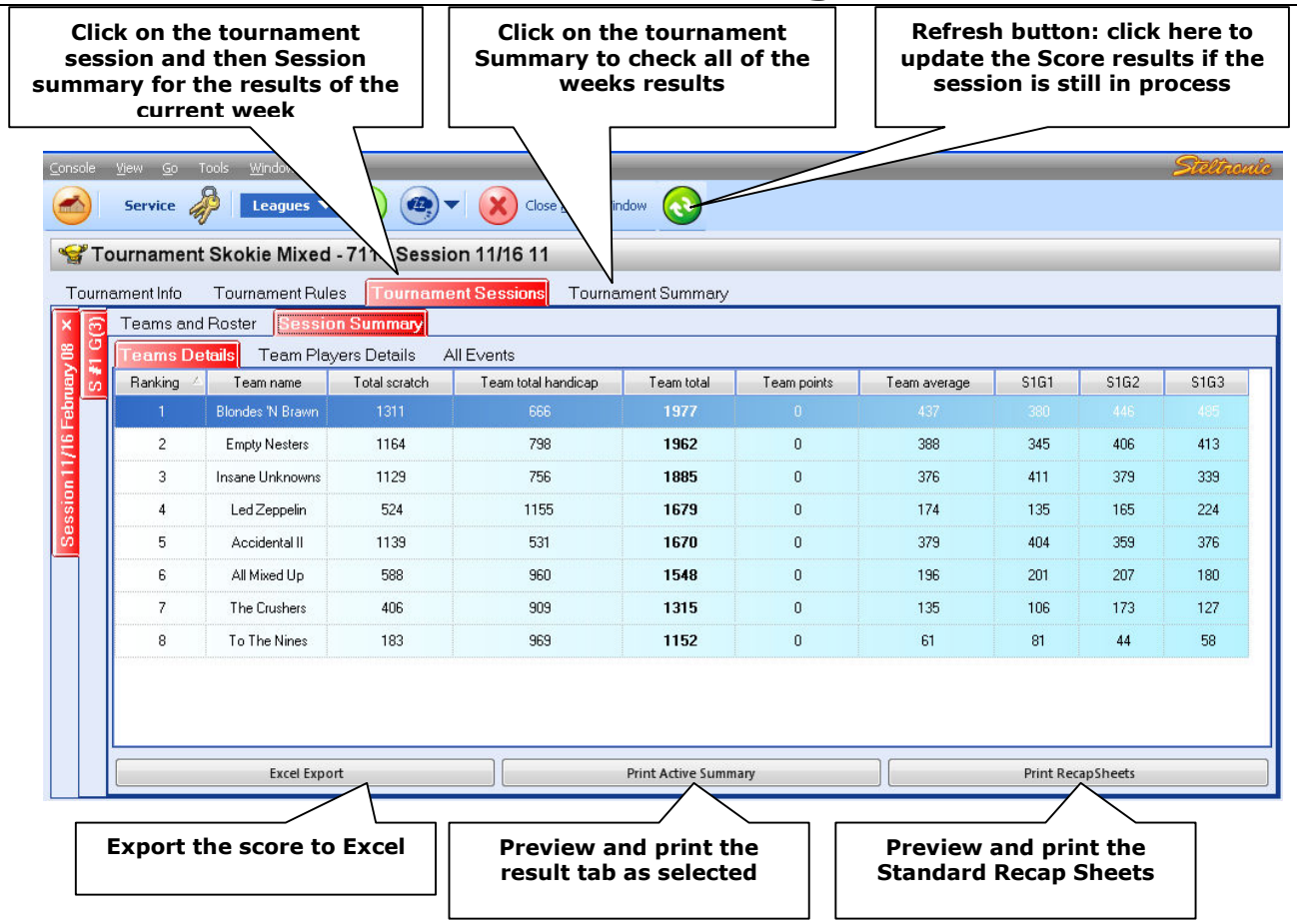
WARNING
This is an emergency procedure to resend the series for tournaments with Automation enabled; please contact the Steltronic Service for further help

If a lane computer did not work correctly, the server crashes or anyway a lane or a group of lanes did not start the next serie as scheduled automatically, proceed as follows:

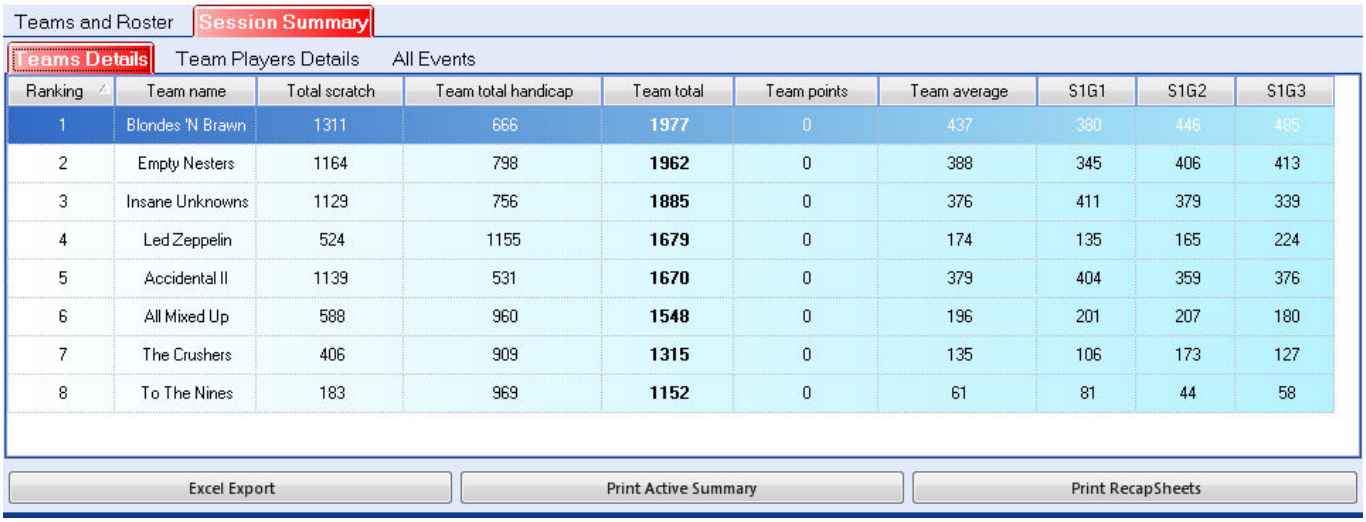


The lanes that did not received the serie will be force to load the teams.
When the automation schedule is interupped, it is not guaranteed that the automatic starting of the next series will occur; please check the lanes when the next series starts and manually send the teams if necessary.

Checking the score results



TEAMS DETAILS



As a default, the teams are ordered according to rank, clicking on the caption of the **Team name**, **Total scratch**, **Team total**, **team points**, **Team Average** this will change the order as selected; the order could be toggled ↑↓ clicking on the caption multiple times.

Clicking on **S1G1** (serie 1, game 1) **S1G2** (serie 1 game 2) or S1G1, S1G2, etc. it is possible to order the scratch games from highest to lowest games and vice-versa.

TEAM PLAYERS DETAILS

Tournament Info | Tournament Rules | Tournament Sessions | Tournament Summary

Session 11/16 February 08 | S #1 G(3)

Teams and Roster | Session Summary

Teams Details | Team Players Details | All Events

Ranking	Player name	Team name	Total scratch	Player total handicap	Player total	Player average	S1G1	S1G2	S1G3
1	Kristin Stephens	Blondes 'N Brawn	347	237	**584**	115	122	109	116
2	Christine Parsill	Empty Nesters	279	291	**570**	93	93	96	90
3	Susan Cercone	Led Zeppelin	265	288	**553**	88	6	133	126
4	VACANT	All Mixed Up	351	201	**552**	117	117	130	104
5	Michelle Parsill	Blondes 'N Brawn	302	231	**533**	100	98	76	128
6	Mike Zurakov	Insane Unknowns	358	153	**511**	119	126	128	104
7	Jim Power	Empty Nesters	294	216	**510**	98	85	106	103
8	Bernice Downs	Accidental II	317	189	**506**	105	131	103	83
8	Karen Power	Empty Nesters	272	234	**506**	90	77	101	94
9	Jan McReynolds	Insane Unknowns	284	198	**482**	94	102	80	102
10	Rob Cecil	Accidental II	324	153	**477**	108	85	95	144
11	Ed Millunchick	Insane Unknowns	269	204	**473**	89	79	88	102
12	Adam Parsill	Blondes 'N Brawn	336	96	**432**	112	79	143	114
13	Eric Parsill	Blondes 'N Brawn	326	102	**428**	108	81	118	127
14	Carol Millunchick	Insane Unknowns	218	201	**419**	72	104	83	31
15	Pat Sexton	Accidental II	241	138	**379**	80	94	79	68
16	David Parsill	Empty Nesters	319	57	**376**	106	90	103	126

Excel Export | Print Active Summary | Print RecapSheets

The **Team players details** show the player details in relation to the team where they played the session. Like in the Team details tab, the caption name could be used to change the order.

ALL EVENTS

Tournament Info | Tournament Rules | Tournament Sessions | Tournament Summary

Session 11/16 February 08 | S #1 G(3)

Teams and Roster | Session Summary

Teams Details | Team Players Details | All Events

Ranking	Player name	Player total scratch	Player total handicap	Player total	Player average	S1G1	S1G2	S1G3
1	Kristin Stephens	347	237	**584**	115	122	109	116
2	Christine Parsill	279	291	**570**	93	93	96	90
3	Susan Cercone	265	288	**553**	88	6	133	126
4	VACANT	351	201	**552**	117	117	130	104
5	Michelle Parsill	302	231	**533**	100	98	76	128
6	Mike Zurakov	358	153	**511**	119	126	128	104
7	Jim Power	294	216	**510**	98	85	106	103
8	Karen Power	272	234	**506**	90	77	101	94
8	Bernice Downs	317	189	**506**	105	131	103	83
10	Jan McReynolds	284	198	**482**	94	102	80	102
11	Rob Cecil	324	153	**477**	108	85	95	144
12	Ed Millunchick	269	204	**473**	89	79	88	102
13	Adam Parsill	336	96	**432**	112	79	143	114
13	Amy Begley	96	336	**432**	32	6	0	90
15	Eric Parsill	326	102	**428**	108	81	118	127
16	Carol Millunchick	218	201	**419**	72	104	83	31
17	Kristen Puetz	78	333	**411**	26	0	78	0

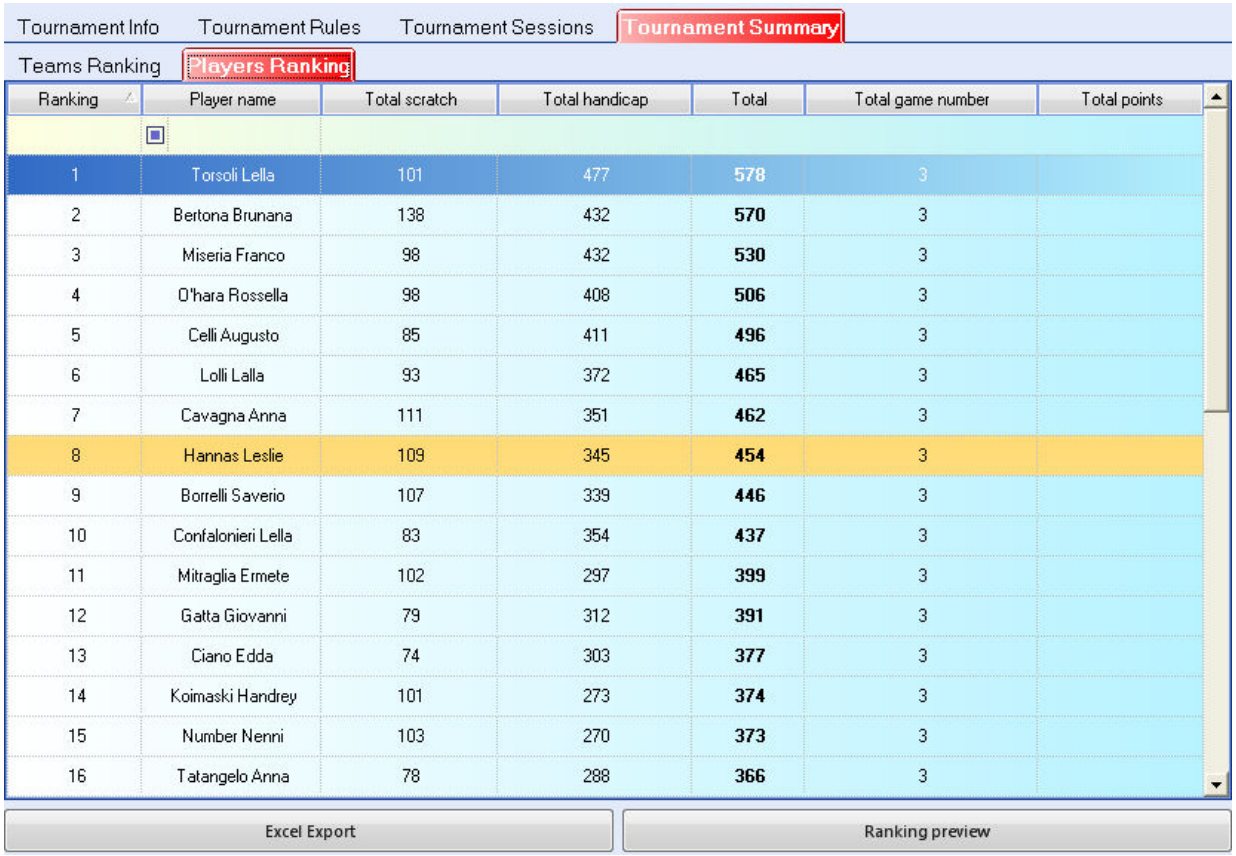
Excel Export | Print Active Summary | Print RecapSheets

The **All Events** tab shows all the player details, all games, including the game played on different teams during the same games session. Like in the team and players details tab, the caption names could be used to change the order.

TOURNAMENT SUMMARY (ALL WEEKS, ALL EVENTS)

Ranking	Team name	Total scratch	Total handicap	Total	Total game number	Total points
1	Team 1	337	439	776	1	0
2	Team 2	319	333	652	1	0
3	Team 11	302	322	624	1	0
4	Team 12	281	292	573	1	0
5	Team 4	299	273	572	1	0
6	Team 9	322	243	565	1	0
6	Team 8	303	262	565	1	0
8	Team 5	290	267	557	1	0
9	Team 10	330	216	546	1	0
10	Team 6	313	226	539	1	0
10	Team 7	294	245	539	1	0
12	Team 3	297	231	528	1	0

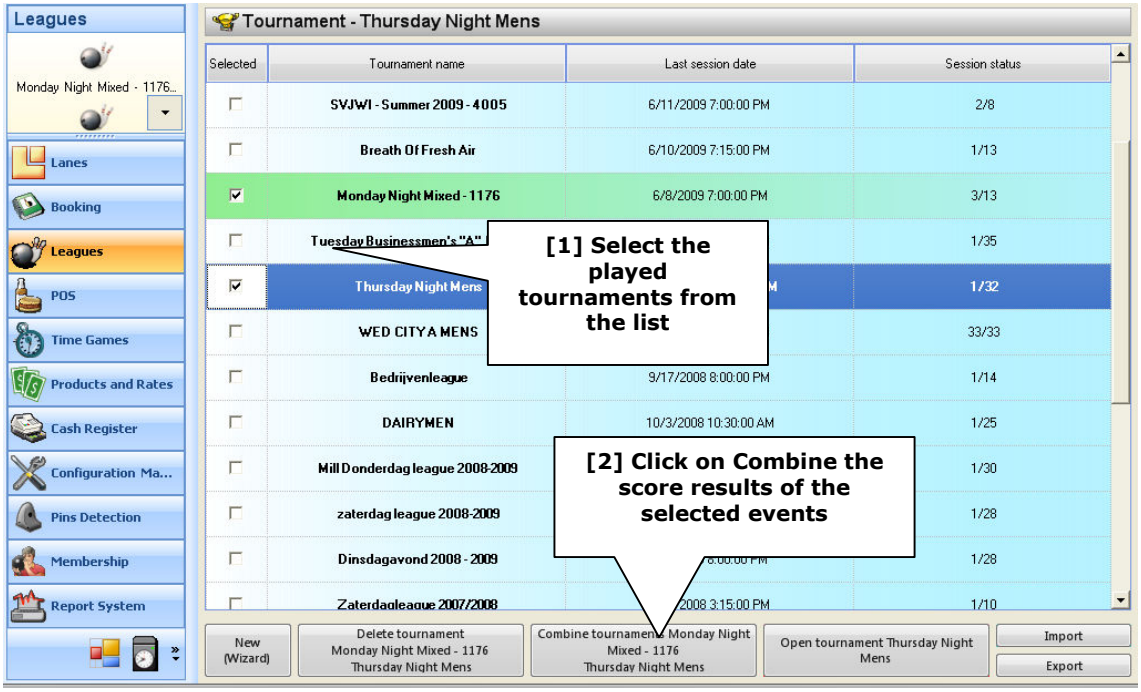
The **Teams ranking** shows all of the team's totals for all weeks and all games. Like in the Team and players details tab, the caption name could be used to change the order.

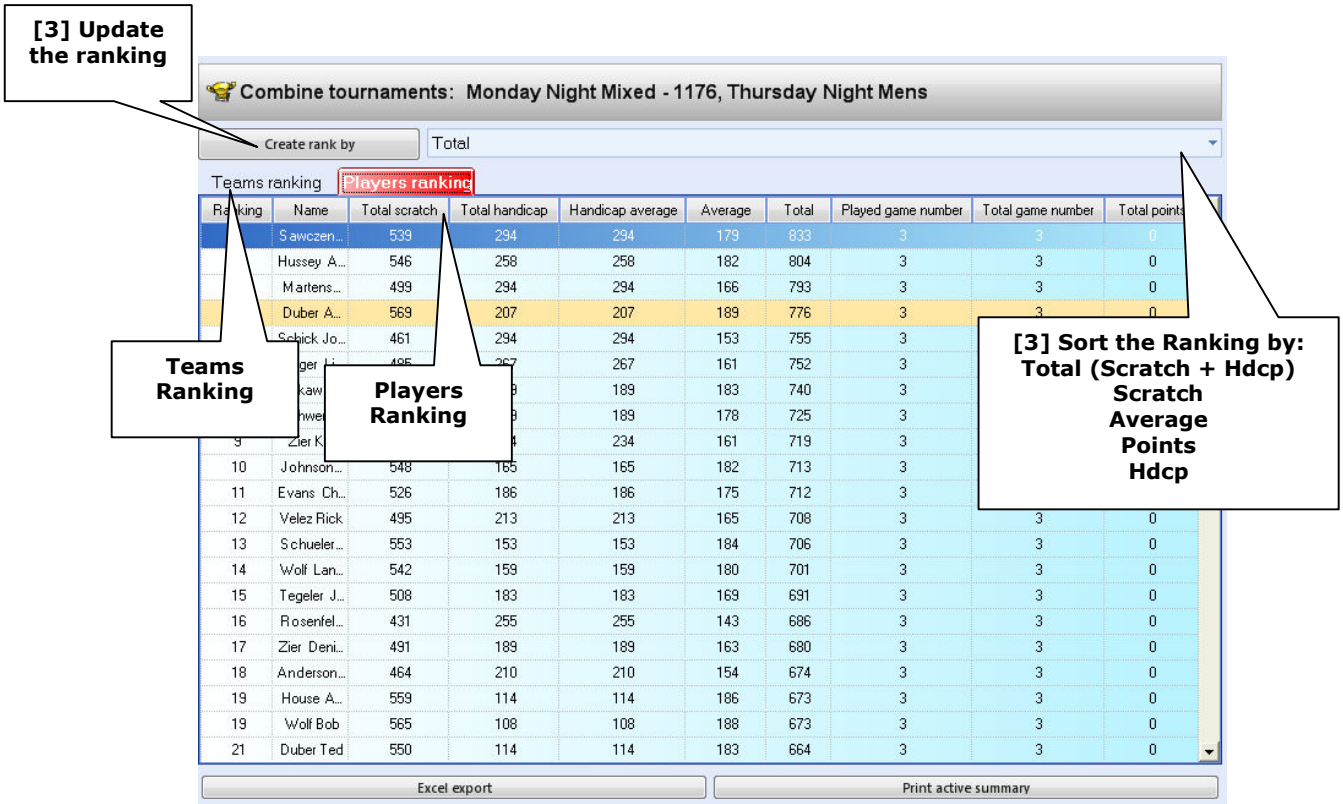


Ranking	Player name	Total scratch	Total handicap	Total	Total game number	Total points
1	Torsoli Lella	101	477	578	3	
2	Bertona Brunana	138	432	570	3	
3	Miseria Franco	98	432	530	3	
4	O'hara Rossella	98	408	506	3	
5	Celli Augusto	85	411	496	3	
6	Lolli Lalla	93	372	465	3	
7	Cavagna Anna	111	351	462	3	
8	Hannas Leslie	109	345	454	3	
9	Borrelli Saverio	107	339	446	3	
10	Confalonieri Lella	83	354	437	3	
11	Mitraglia Ermete	102	297	399	3	
12	Gatta Giovanni	79	312	391	3	
13	Ciano Edda	74	303	377	3	
14	Koimaski Handrey	101	273	374	3	
15	Number Nenni	103	270	373	3	
16	Tatangelo Anna	78	288	366	3	

The **Players Ranking** shows all the player totals for all weeks and all games, including the games played on different teams during the same games session. Like on the team and players details tab, the caption name could be used to change the order.

Combine the score results of played tournaments

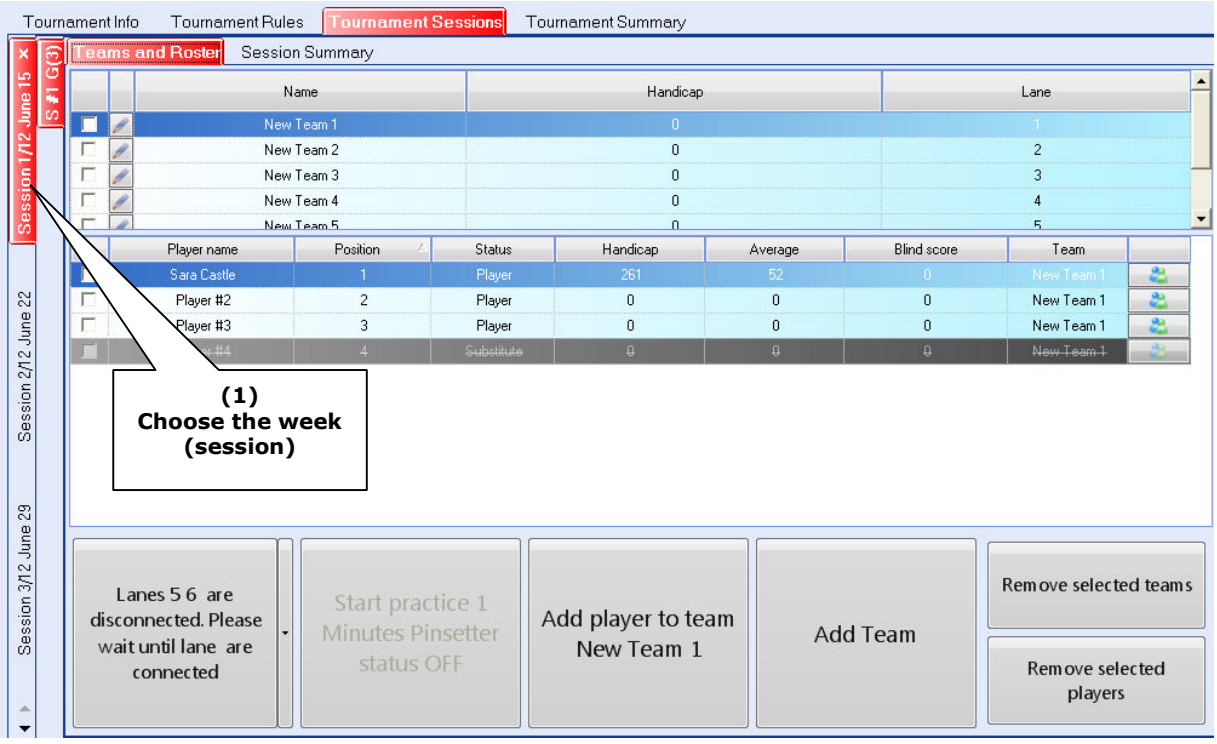


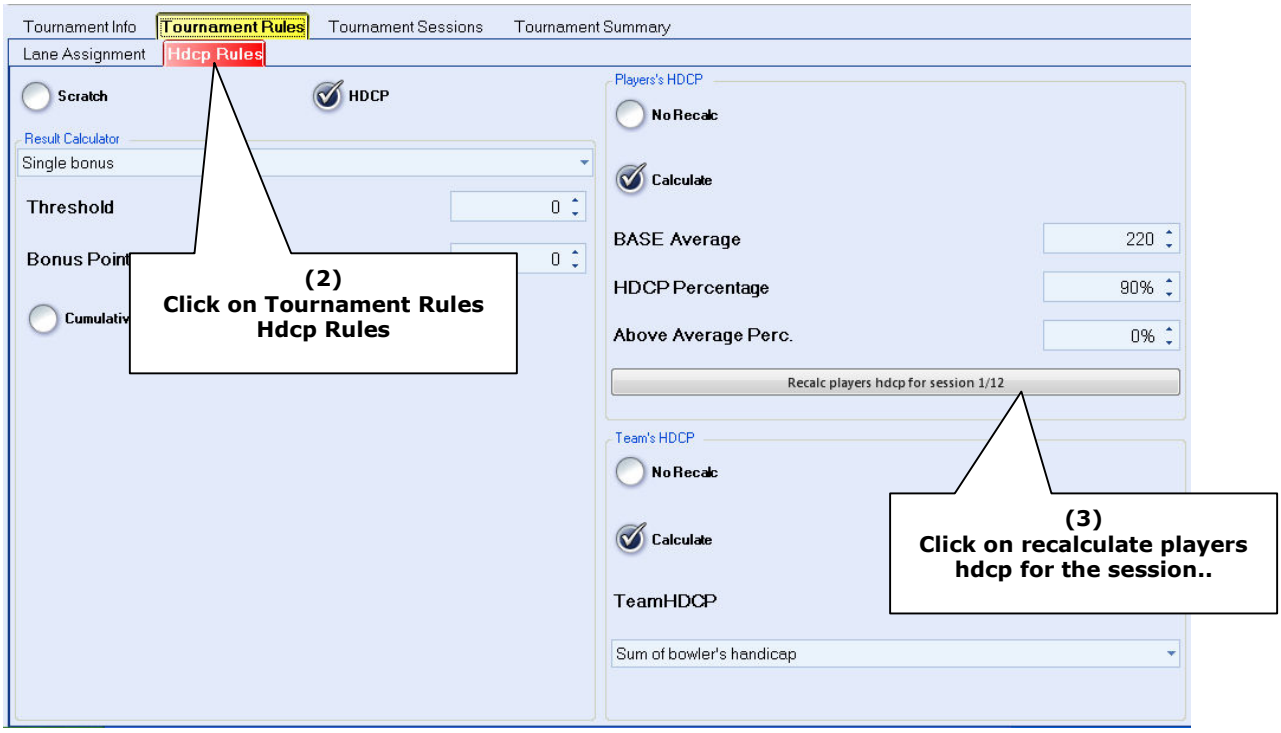


Like the other results table, the caption names (name, average, etc.) could be used to change the order; the results could be exported in excel format or preview and printed.

Recalculate the player's handicap

Some tournaments need the recalculation of the player's handicap at the end of games, to calculate the handicap using the collected average based on the played games:





Now the handicap is recalculated based on the average of the played games, check the tournament summary to verify the changes.

Play a new week of the same tournament

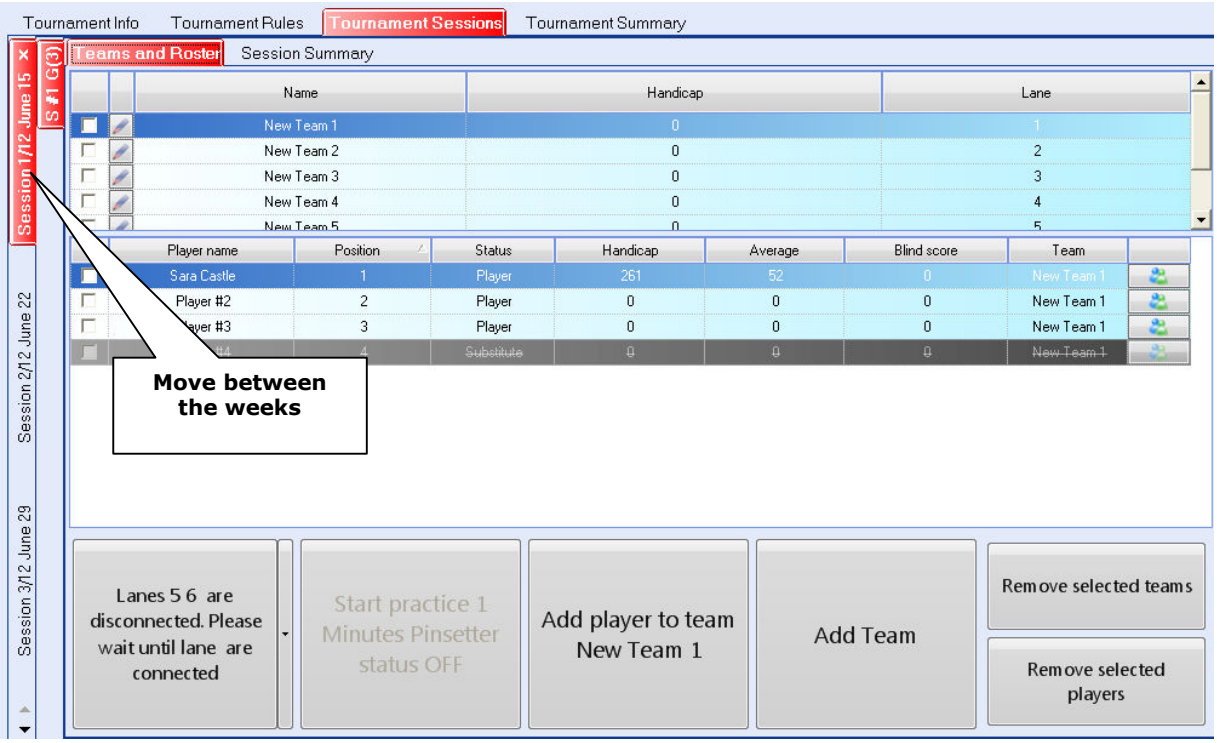
A tournament could be created with more weeks (week=game session) for:

a) Let the same bowlers play more game sessions and at the end obtain a final ranking (this defines the tournament as a league)

b) Split the game session in more turns because there are more teams/players than lanes available

If the game session need to be split into more turns (b), it is more simple to create xx tournaments events and play each individually, than regroup and combine the results as described in the chapter Combine the score results of played tournaments.

WARNING
Using more weeks to manage a tournament, it is very important to take care with the temporary players names: if the tournament was NOT "created as a league" at the end of wizard, the player#1 of week 1 is not the same player#1 of week 2: each player of different weeks is a different player, even if the temporary name looks the same. To check if the tournament is set as a league, edit the temporary name player#1 of first week, move on to week 2 and check if the player#1 name was changed. As a default, the program assigns the same lane movement for all weeks during the tournament wizard. The lane assignment could be changed at any time, even right before beginning to play; check or change the lane assignment by clicking on the Tournament Rules tab and Lane assignment of the selected week.

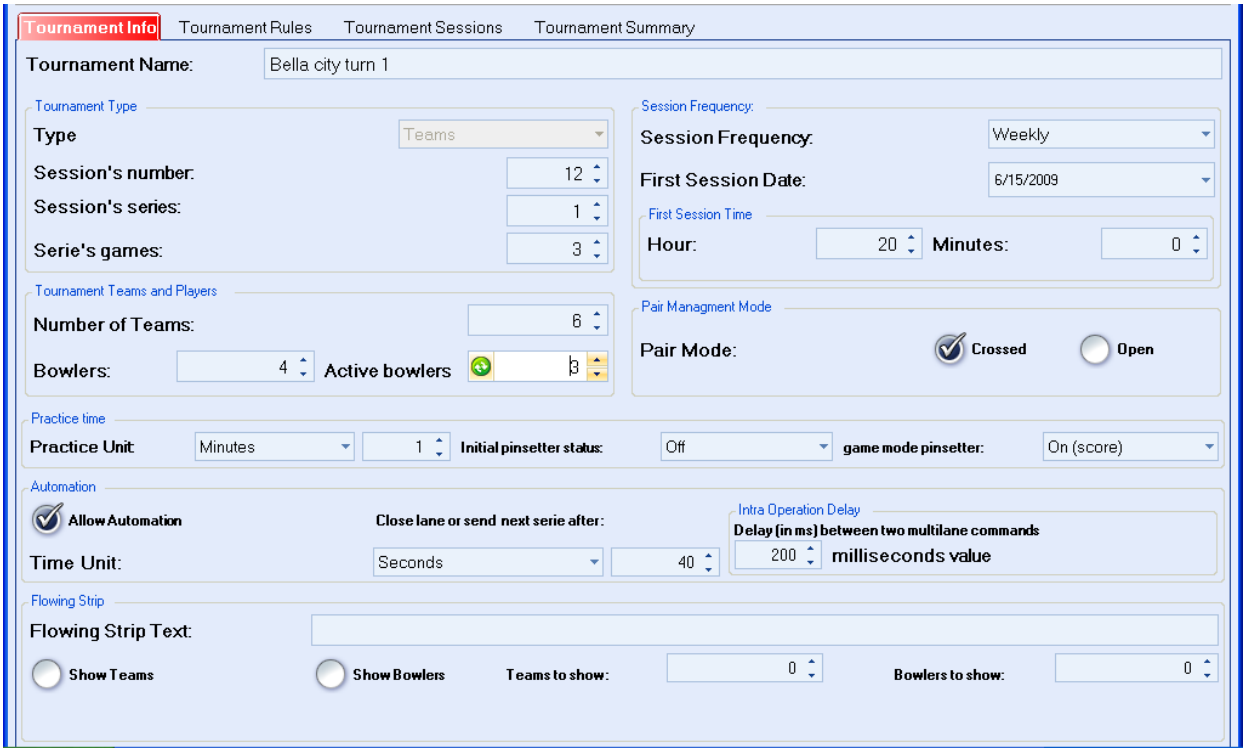


To move between the weeks of the tournament, use the tab on the left side; to add more weeks to the tournament click on the Tournament info tab and change the number of sessions.

Each week could be played separately; the score results could be combined together by checking the Tournament summary tab.

REMARKS
The next chapters describes the possible modifications before starting the game session and the possible actions during play using Focus. Team roster edits such as substitutions, blind, remove/add players could be performed directly from the Lanes Manager plug-in or from the bowler's console, even during play.
The Focus program is based on a database for data management. The entered or modified information will be saved automatically when the cursor changes the line or moves into another field.

Tournament Info: Editable Parameters



EDITABLE FIELDS

Session's number: change the number of the weeks that compose the tournament (or leave 1).

Session's series: define "how many times" the teams/bowlers move to a different lane after xx games.

Series' games: indicate the number of the games to play for each series.

Pair Mode: Crossed: (American league style) Team/Players swap left-to-right and right-to-left after each frame - **Open:** Team and/or Players play all the games on the same lane.

Practice Unit (time/throws): By time: indicate how many minutes for practice period - Throws: indicates how many throws each bowler will have during the practice period.

Initial pinsetter status: Select the pinsetter status when the scorer sends the names to the lanes:

OFF: the player's name will be visible on the lane monitor screen, but pinsetters remain off until the Start bowling or Start practice is sent to the lanes.

ON (No Score) = unlimited practice, pinsetters remain on, <u>but the scorer does not count the pins</u>

ON (score) or Automatic = Pinsetters switch on and the <u>scorer is ready to count</u>.

Game mode pinsetter: Select the pinsetter status when "start bowling send".

Automation enabled: The scoring system closes the lanes automatically after the time indicated in the selection box.

INTRA OPERATION DELAY: Indicates the time (in milliseconds) between consecutive multiple lane commands (as an example, start bowling when all pinsetters will be switched on). This is necessary to prevent a massive surge of electricity by turning all pinsetters on at the same time.

FLOWING STRIP: The flowing strip is a scrolling text on the lane monitors that reports the results and game progress during the competition playing. The flowing strip starts at the end of the games.

Flowing strip text: enter a "welcome text message" at the beginning of the strip.

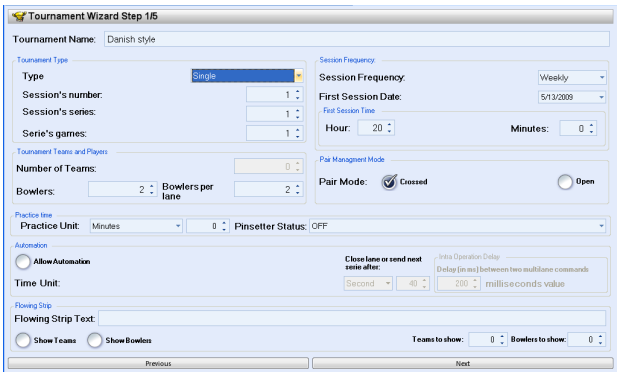
Show Teams: displays/hides the team name, totals, points.

Number of teams to show: indicates the first team's positions to show.

Show bowlers: displays/hides the player name and totals.

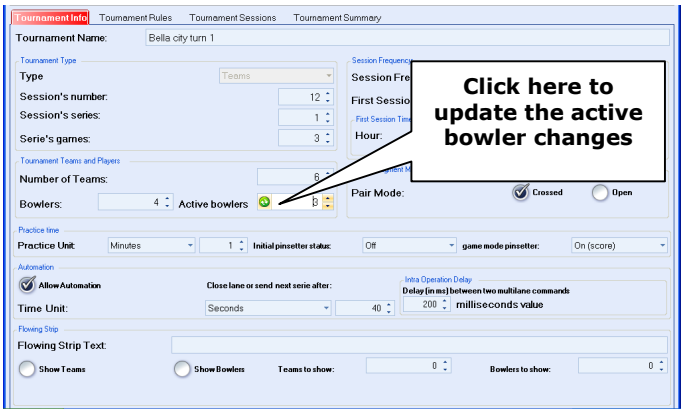
Number of bowlers to show: indicates the first bowler's position to show.

TEAMS AND PLAYERS



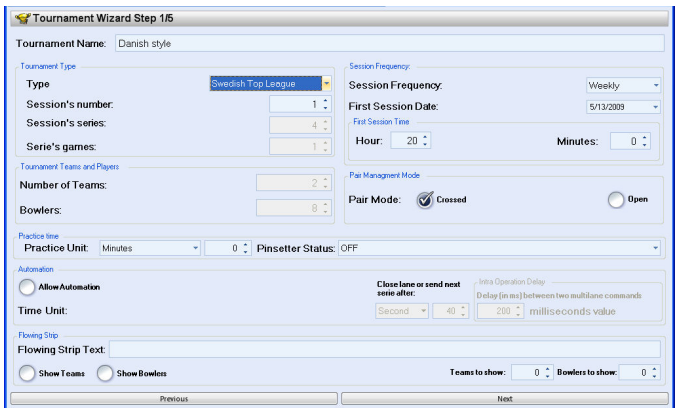
Single style competition

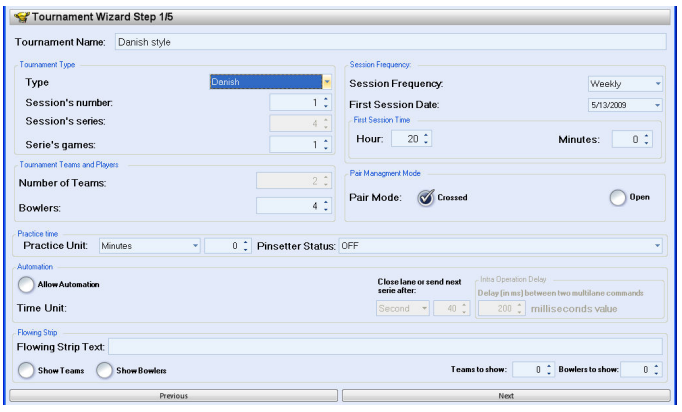
- Number of teams (not available)
- Bowlers: enter the total number of all players
- Bowlers per lane: enter the maximum number of bowlers to assign to each "group", each group plays on a single lane



Team style competition

- Number of teams: enter the number of teams that play the competition
- Bowlers: enter the total number of players for each team, substitutes included
- Active bowlers: enter the number of official player's for each team





Swedish style competition (First Division or Top League)

The default settings cannot be changed, change the session number to increment the week number.

Danish style competition:

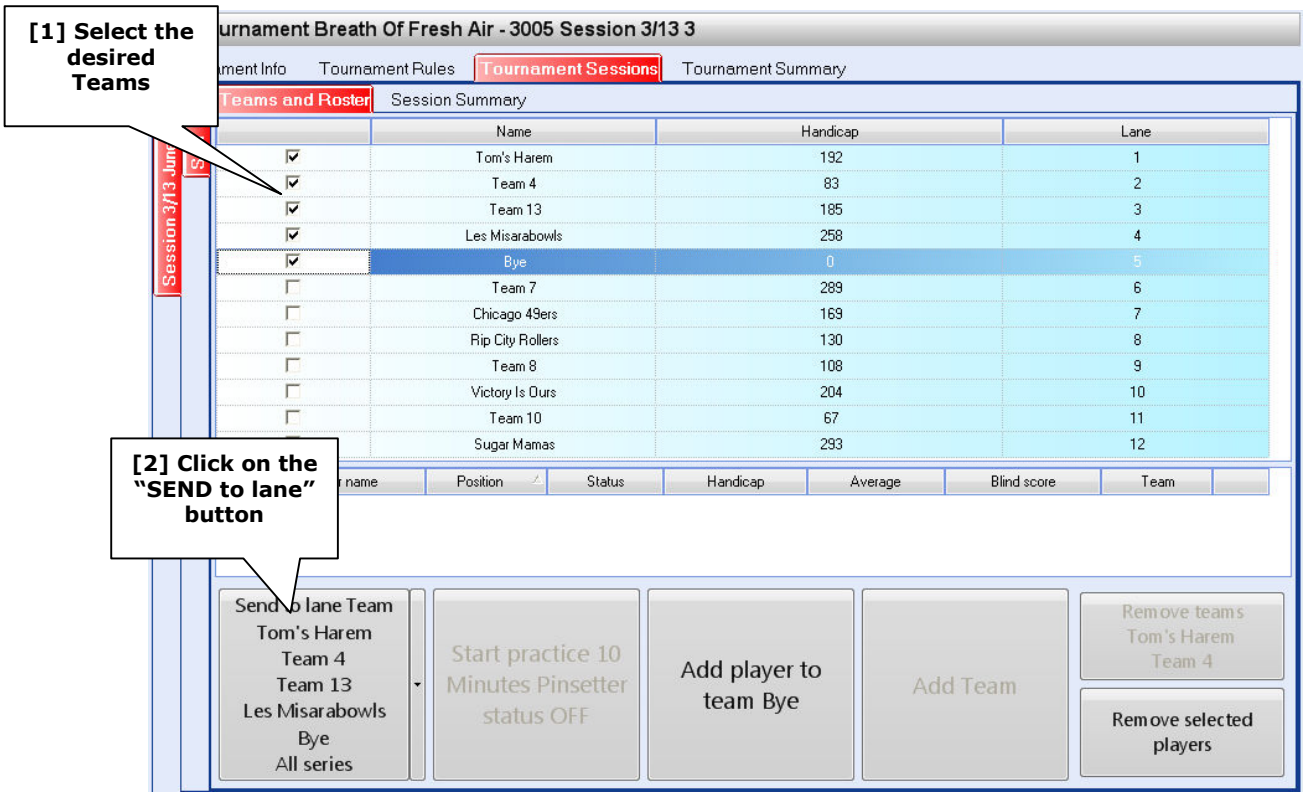
The default settings cannot be changed; the editable fields are the number of games for each series, the number of the bowlers for each team and the session number.

SESSION FREQUENCY

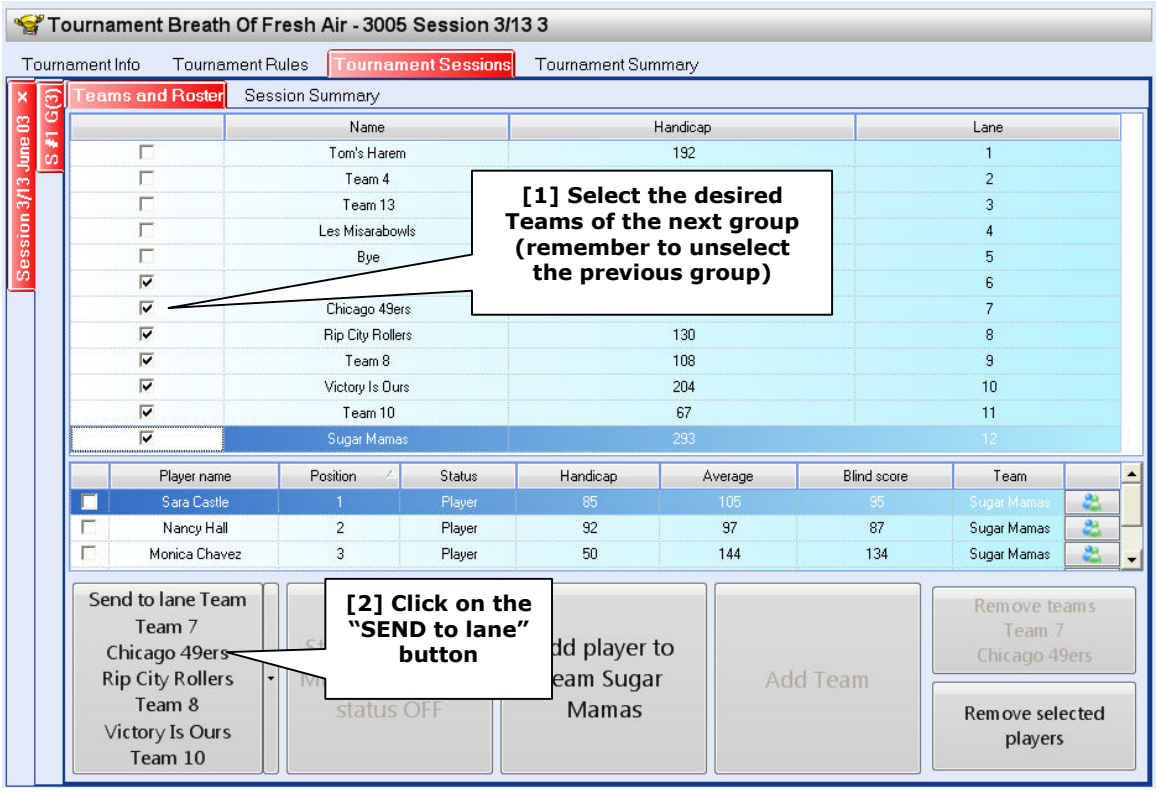
Informative fields to set the session frequency, the starting date of the competition and the frequency of the competition (daily, weekly, monthly).

Start the game for selected teams only

[1] SEND THE FIRST GROUP OF SELECTED TEAMS



[2] SEND THE NEXT GROUP OF SELECTED TEAMS

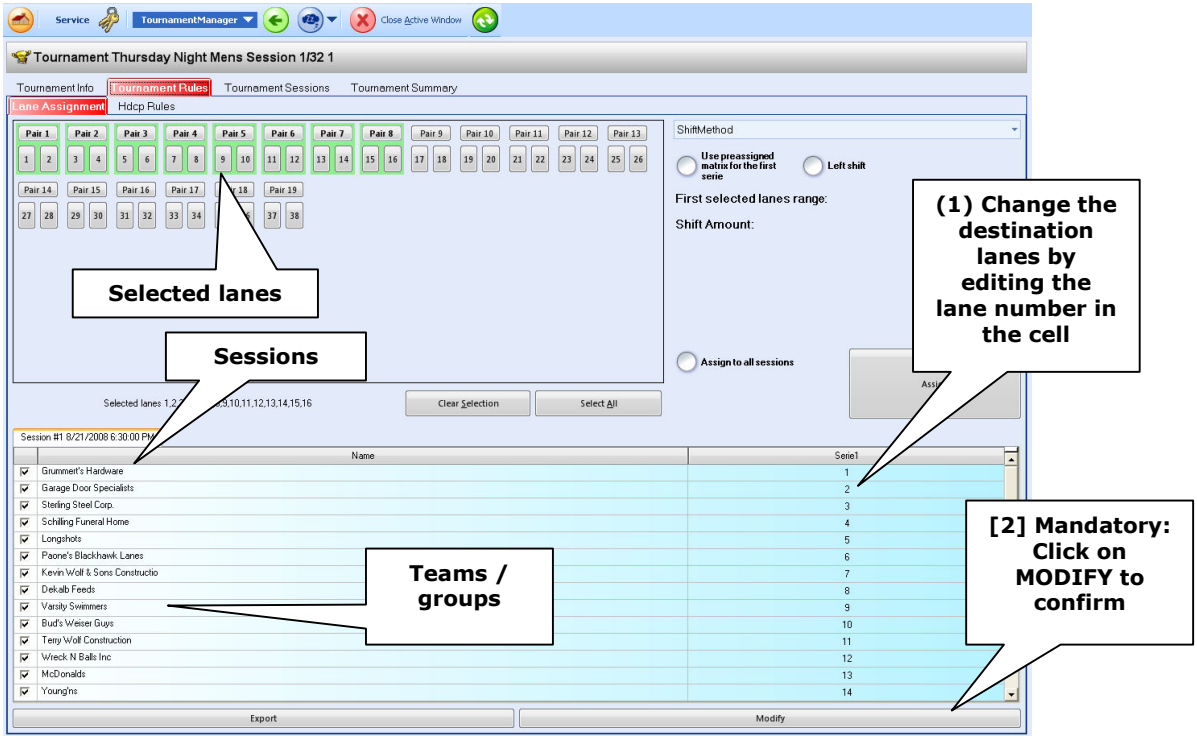


- If necessary, **close only the selected teams**, select the finished team and click on the **close lanes** button or close the lanes from the **Lanes Manager** plug-in (click on the lane icon and then click on the close lane button).

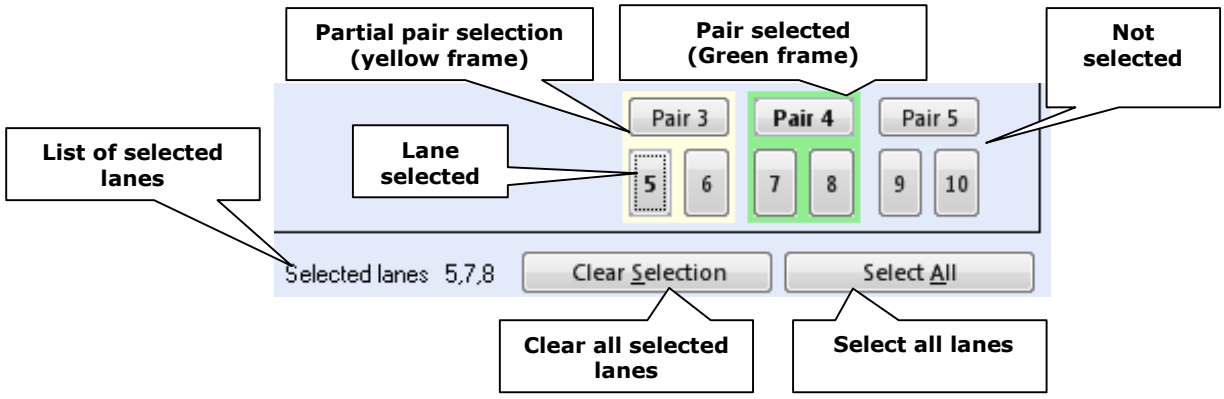
Change the lane assignments

Sometimes it could be necessary to change the lane assignments because some lanes are not available or by a mistake in the week assignment. There are different ways to change the lane assignment:

MANUAL ASSIGNMENT



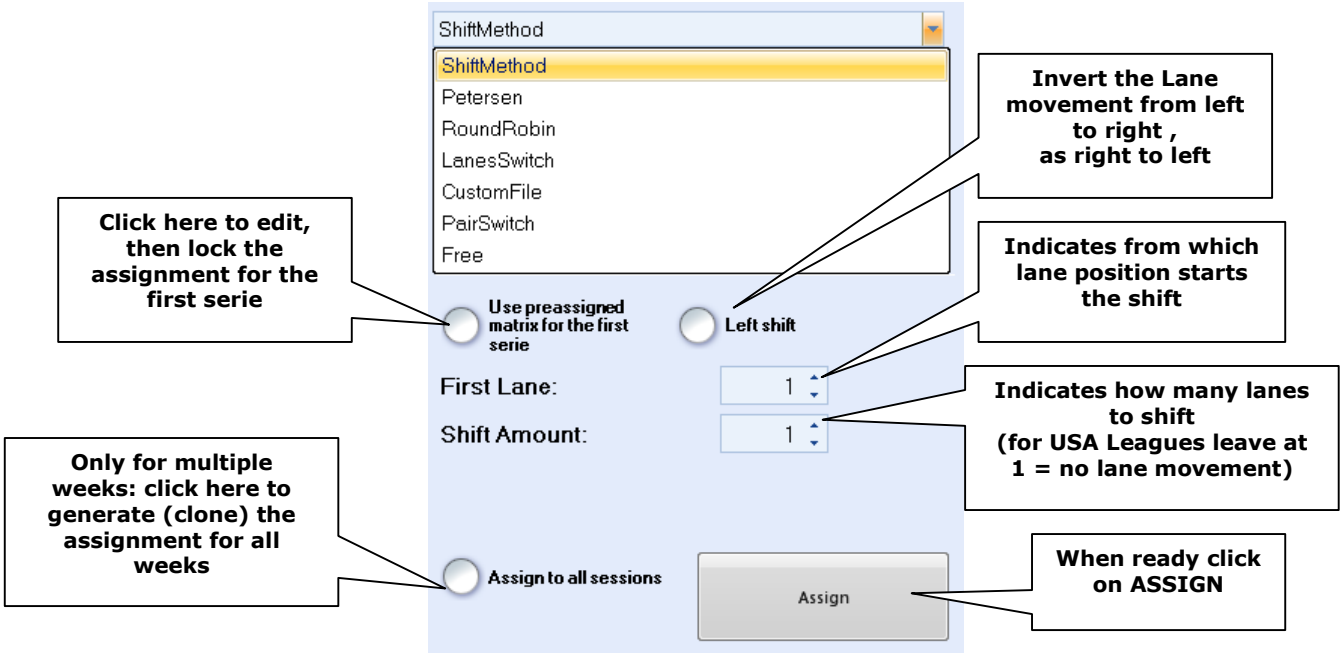
LANES SELECTION USING THE PAIR BUTTONS



- Click on the **Pair button to select or unselect** the lane pair; a green frame highlights the selected lane pair
- Click on the lane number to select only one lane of the pair, a yellow frame highlights the lane pair and the selected lane number is highlighted in **bold**
- At the end of the selection, click on the **Assign button** to confirm the new lane assignments

REMARKS
It is not necessary to select the lanes in sequence; the program uses the selected lanes as a range "from-to" from left to right ignoring the unselected lanes in the middle. In crossed style competition it is mandatory to always select the lane pairs.

CHOOSING A SHIFT METHOD



- **Shift Method:** leave this selection for left/right standard lane movement or when there are no lane movements needed
- **Petersen - Round robin:** the program will assign automatically the lanes to the team/group using the standard Petersen or Round Robin table
- **Lane Switch (Dutch league style):** move odd lane to right and even lane to left after each series
- **Pair Switch:** move odd LANE PAIR to right and even LANE PAIR to left after each series. Available advanced option: invert lane during switch. The pair switch requires an even number of teams/groups and an even number of series
- **Free:** choose this option to perform a manual lane assignment editing the lane movement for each series from the table session below
- **Custom file:** load a saved template assignment
- **Swedish Top League-First division/Danish:** the template for these lanes assignments becomes available if the competition was generated as a Swedish/Danish event; use previous button to come back to the first wizard page if necessary to choose this option

Multi-week: check the lane assignment for each week and vary if necessary, remember to save the modification clicking on Modify button on the lane assignment page.

HOW TO MAKE A SORT ASSIGNMENT

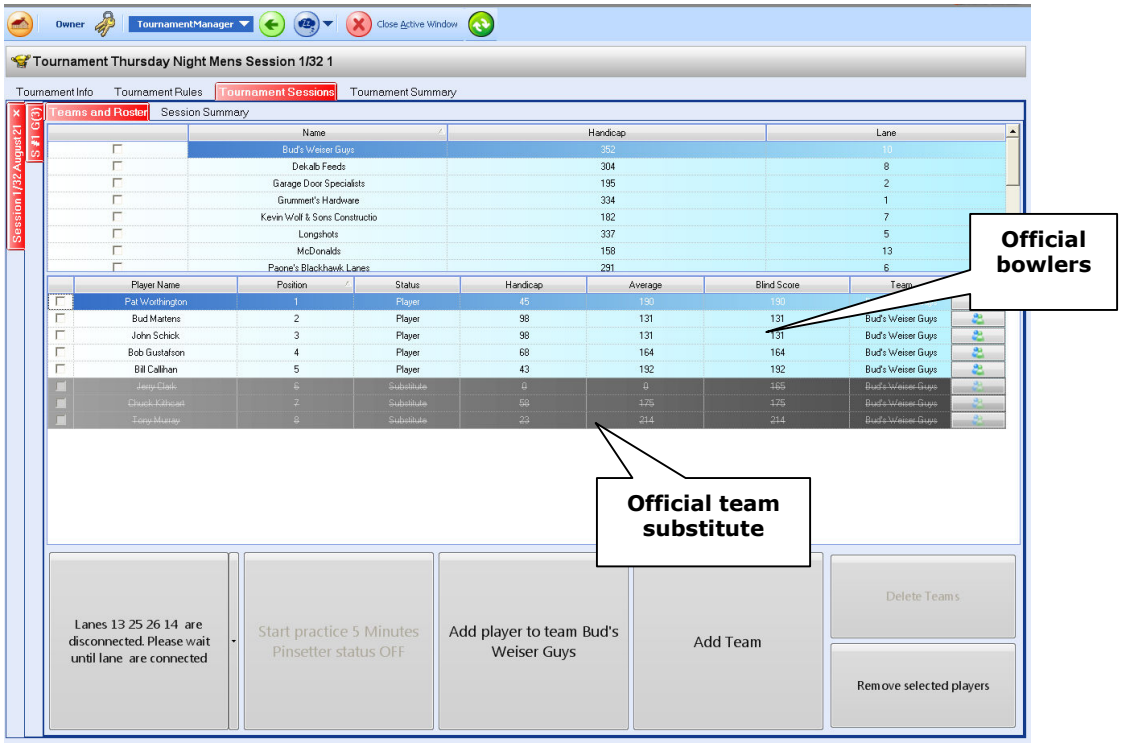
- Tag the checkbox **Use pre-assigned matrix for the first series**
- Edit the first series column from the **lane movement table**
- Click on **Assign** button

The lanes edited as the first series remain as before, the program will calculate and apply the lane shifted for the next series automatically.

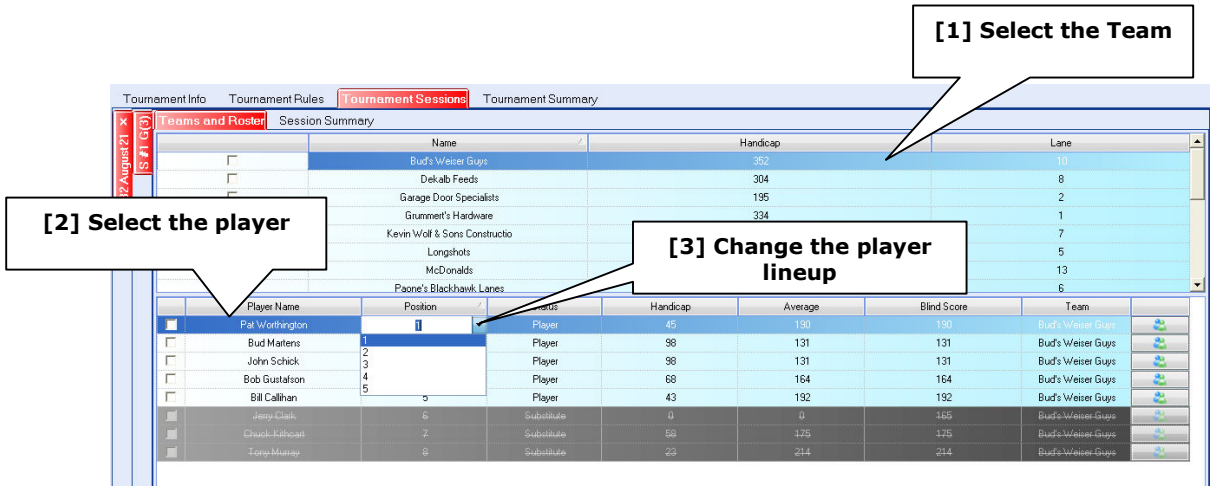
SAVE LANE ASSIGNMENT (EXPORT)

Clicking on the **EXPORT** button will save the lane assignments as a custom file for the next time; if necessary, complete the operation choosing a path and file name.

Change Team rosters before playing

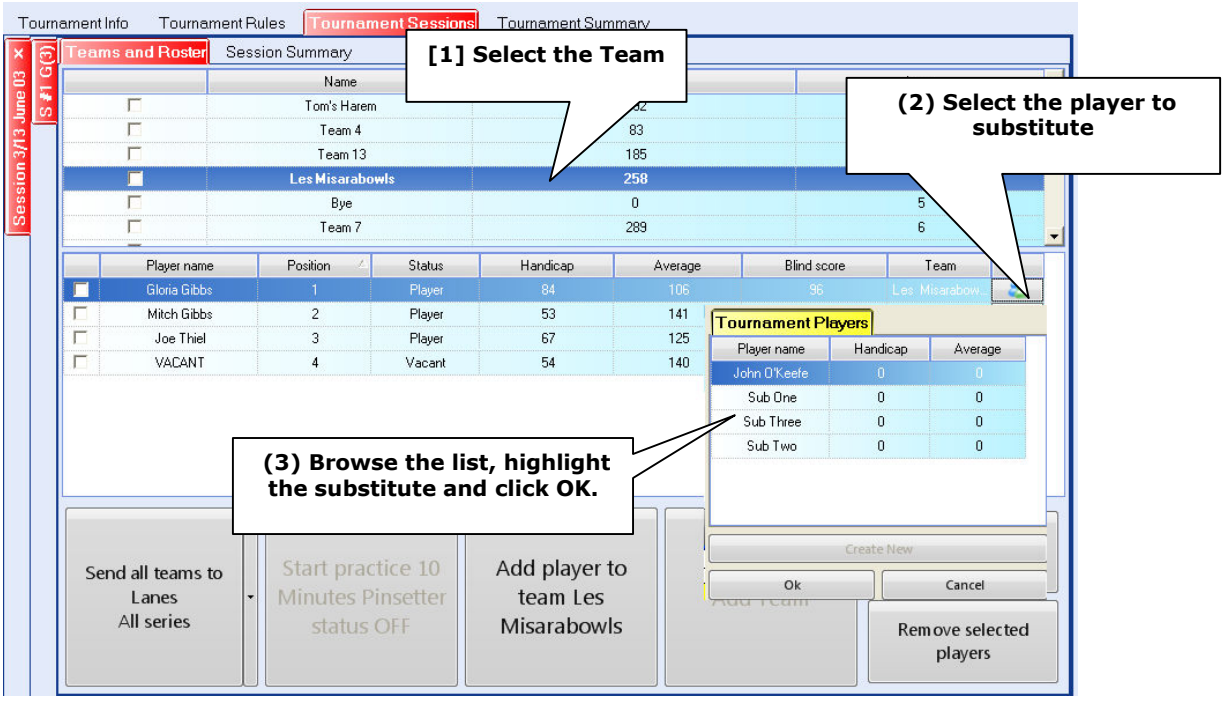


MODIFY THE BOWLER'S LINE UP

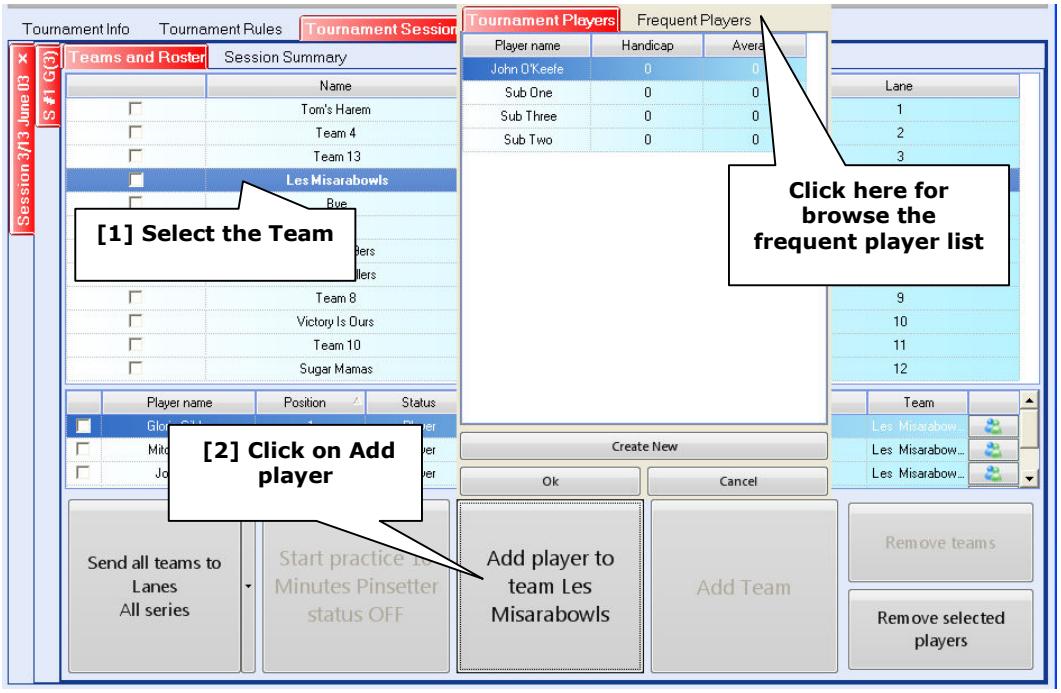


The "official team player" is the players in the sky blue area, the players in the gray area are the official team substitutes; changing the player from the top blue area to the gray area means "make this player a substitute".

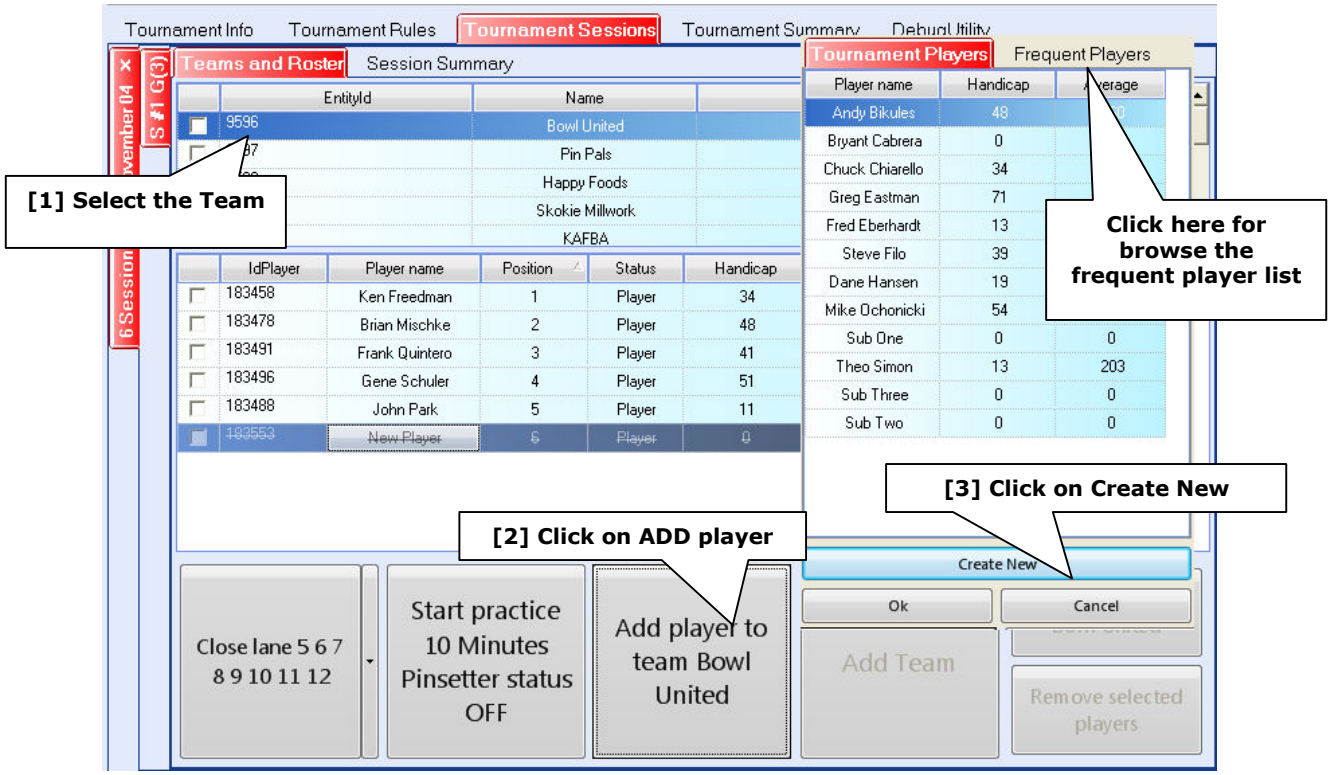
SUBSTITUTE A BOWLER CHOOSING FROM THE EXISTING LIST



ADD A BOWLER CHOOSING FROM THE SUBSTITUTE OR FREQUENT BOWLERS LIST



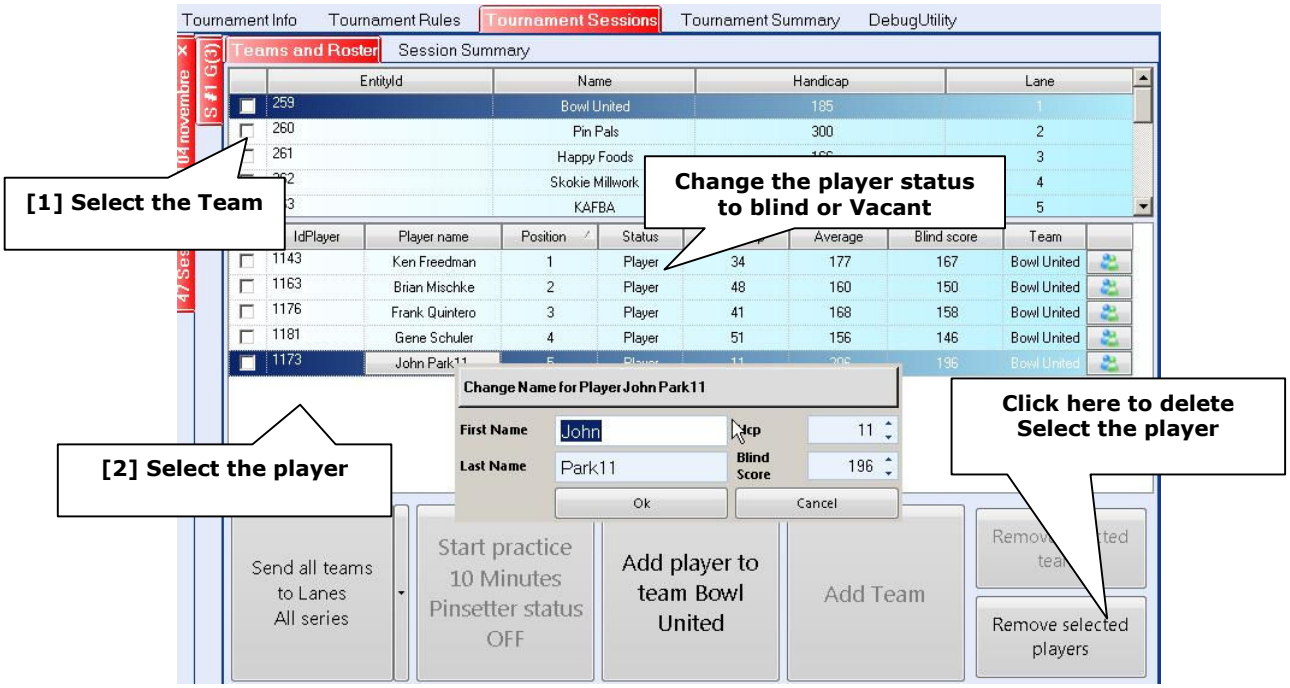
CREATE A NEW BOWLER (NEW SUBSTITUTE)



The new player is created with a temporary name of "**New Player**"; after the creation, the new player could be used as a substitute, added, removed or edited from the bowler's console or from the Lanes Manager, even during play.

It is not possible to exceed the legal number of players on a team; an old player must be removed or substituted to let the new player come in.

EDIT BOWLERS



The player status could be set as a regular **player** or **substitute; vacant** players will be assigned as blind.

Bowlers on screen advice during play

On the lane monitors, the bowlers see the instructions of "how to".

If the Front Desk operator selected **AUTO** or **ON(Score)** as the lane open status, the lane monitors show the bowler's name, the first player name will blink and means that the score is ready to count and the pinsetter is ON.

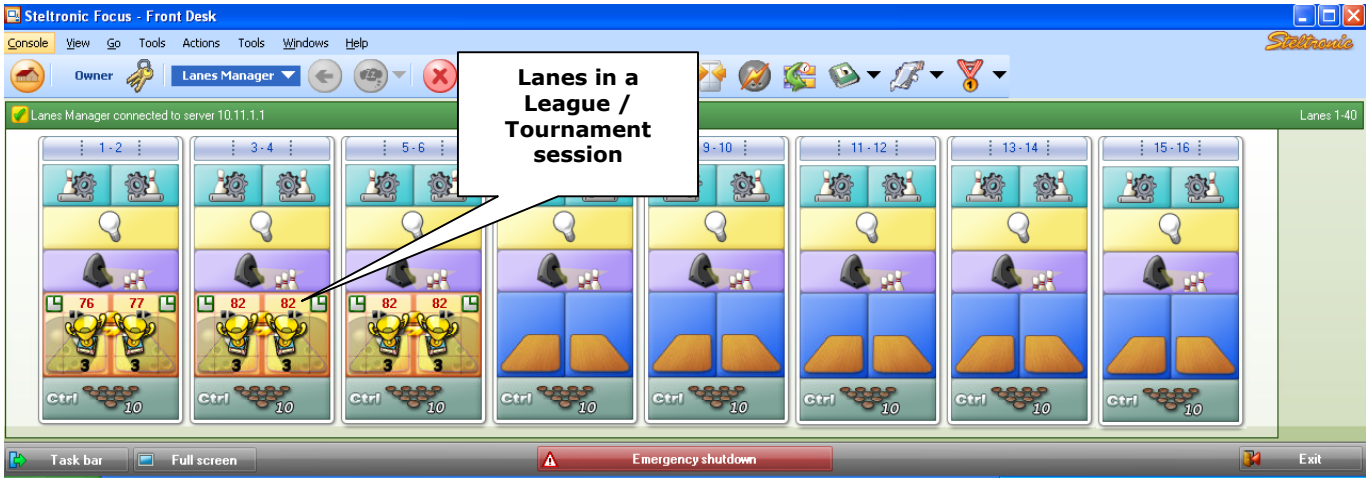
If the Front Desk operator selected **OFF** as the lane open status, the lane monitors show the bowler's name frozen and means that the score will not count and pinsetter is OFF.

Lane status selected: **ON (No Score).**
As soon as the desk operator sends the names to the lanes, the bowler names appear, scores do not count, pinsetter stays OFF

The front Desk operator clicks on **Start practice**
Practice time/throws countdown starts on the lanes and bowler's can bowl their practice.

At the end of the practice time/throws, bowlers will stop for a while.
The next step will be for the desk operator to click on the **Start bowling** button and the bowlers could start to bowl for score.

Available Front Desk actions during play



WARNINGS

Bowler substitutions could be performed from the front desk or the bowler's console; always before one of the games begins; do not substitute bowlers in the middle of a game.

In addition, the bowler's name and handicap editing could be done from the bowler's console

ADD - REMOVE – EDIT BOWLERS must be performed before beginning to play the first game.

Each player, vacant bowler, has a unique ID, (generated by BLS); the ID identifies the player and his scores in the BLS program, without considering the player's name.

SUBSTITUTE A BOWLER

Only the substitute of the selected team, roaming team substitute or deleted players will be shown as available from the substitute player list.

Highlight the desired substitute and choose when they will start playing:

- ACTIVE = start to play NOW
- Deferred = start to play when the NEXT game begins.

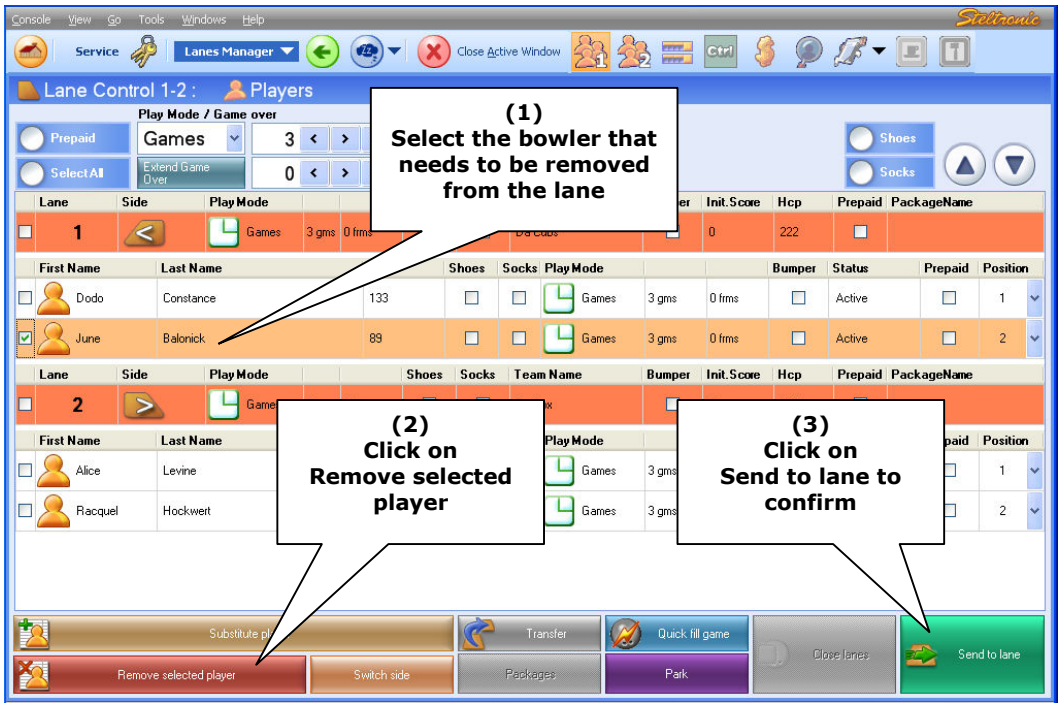
Deferred player

In the example on the left side the bowlers finish the game, but do not begin the new game yet.

A substitute needs to be entered as deferred; otherwise he needs to bowl the already ended game.

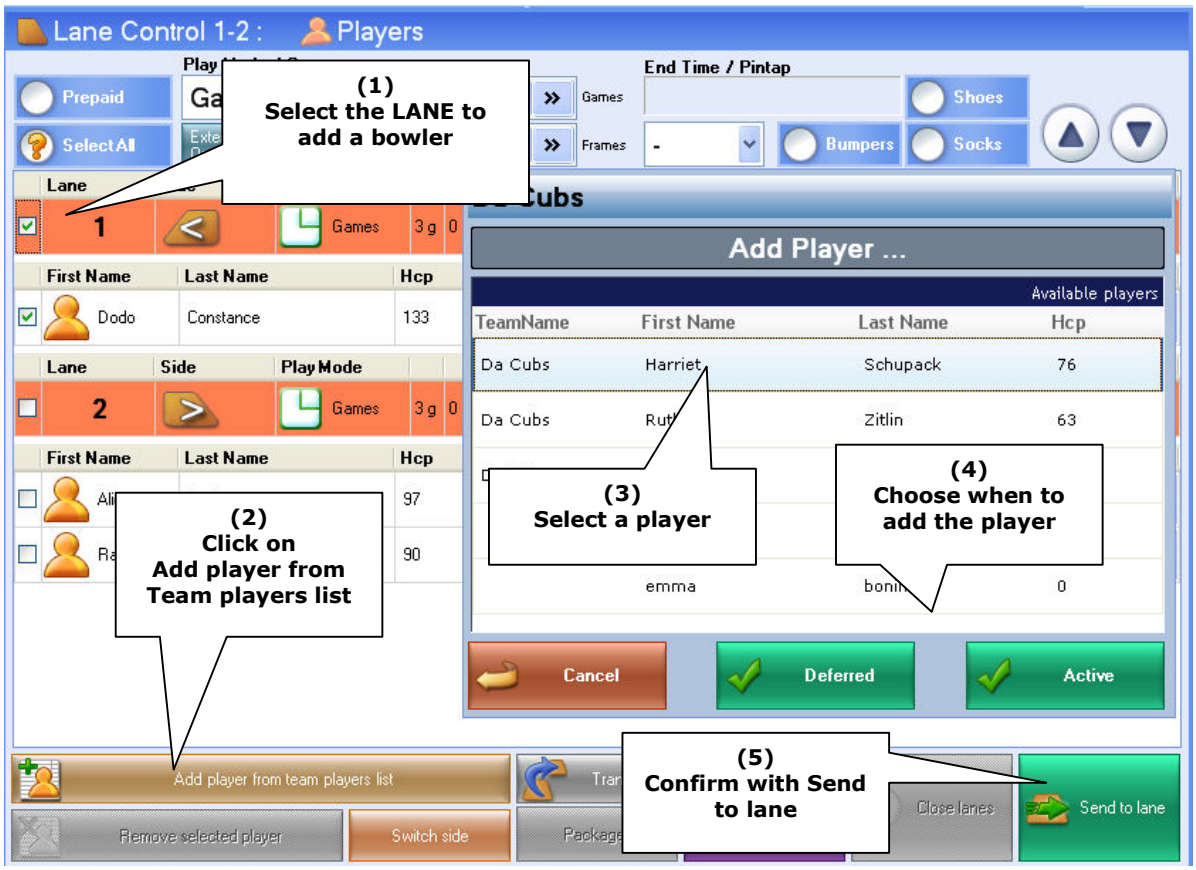
REMOVE BOWLERS

WARNINGS
Use **Remove bowlers** only if strictly necessary. Players can be deleted only prior to the 1st game.

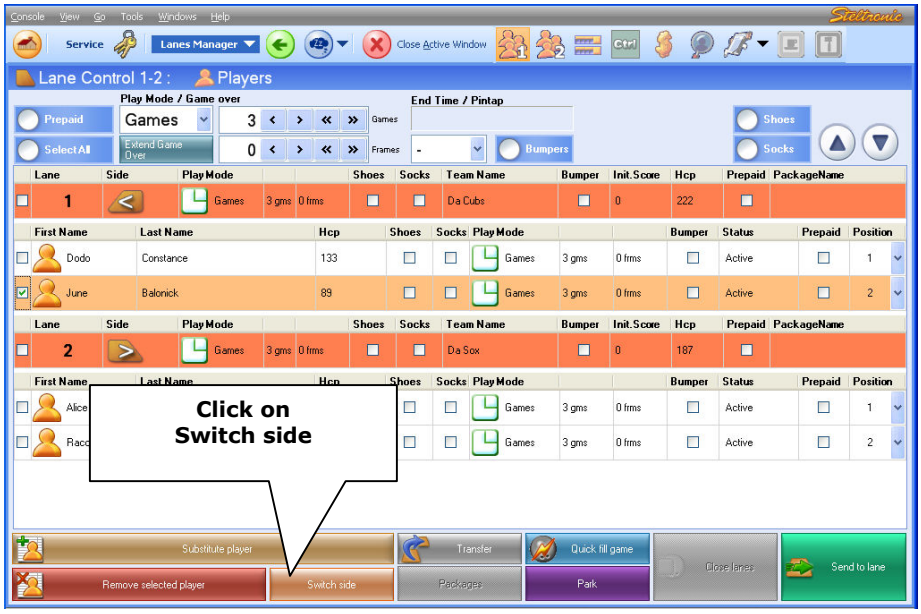


ADD BOWLERS (FROM SUBSTITUTE LIST)

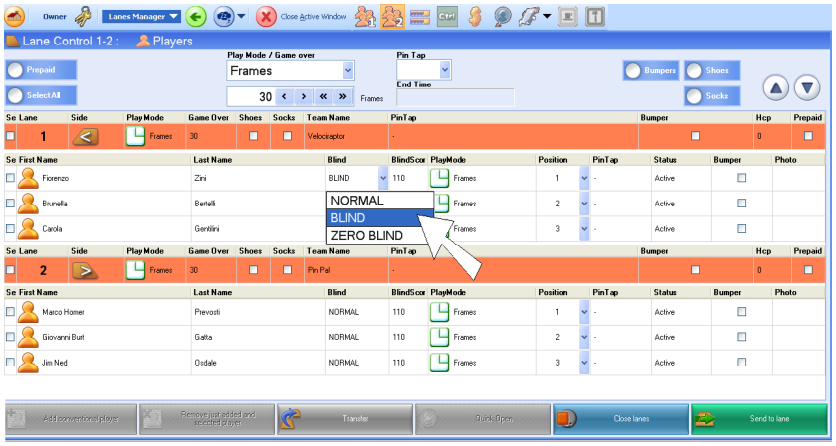
WARNINGS
Players can be added only if the number of bowlers does not exceed the team roster; a bowler must be removed to add a new bowler.



SWITCH THE LANE SIDES (AVAILABLE ONLY FOR CROSSED PLAY MODE)

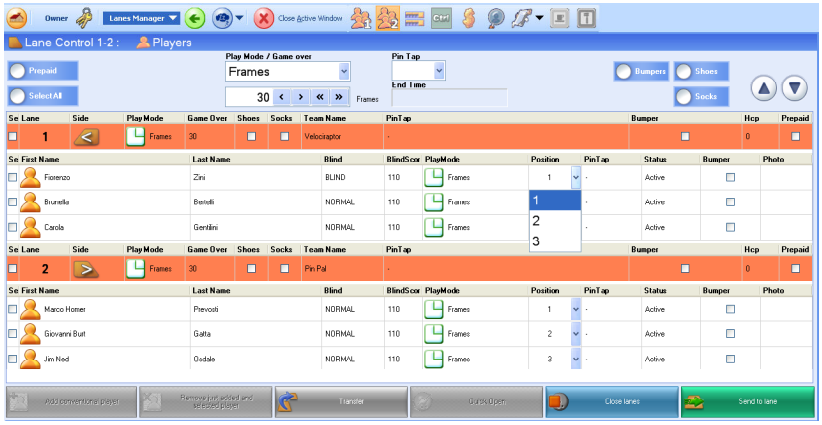


CHANGE THE BOWLER TO BLIND FROM THE FRONT DESK



- Click on the lane icon, select the menu
- Change the Blind player status from Normal to BLIND or Zero BLIND
- Modify the Blind Score if needed, click on **SEND TO LANE** when finished

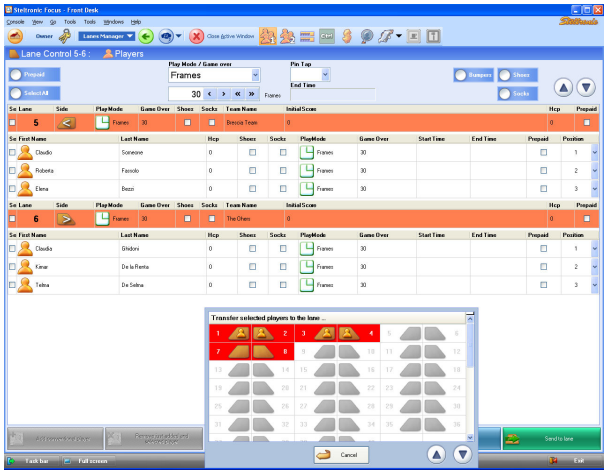
CHANGE THE BOWLERS LINE UP



- Click on the lane icon, select the menu
- Change the play **POSITION** of bowlers as needed
- Click on **SEND TO LANE** when finished

LANE TRANSFER

If a pinsetter has failed and you need to transfer lanes, it is possible to transfer the entire lane(s) onto another pair of available lanes.



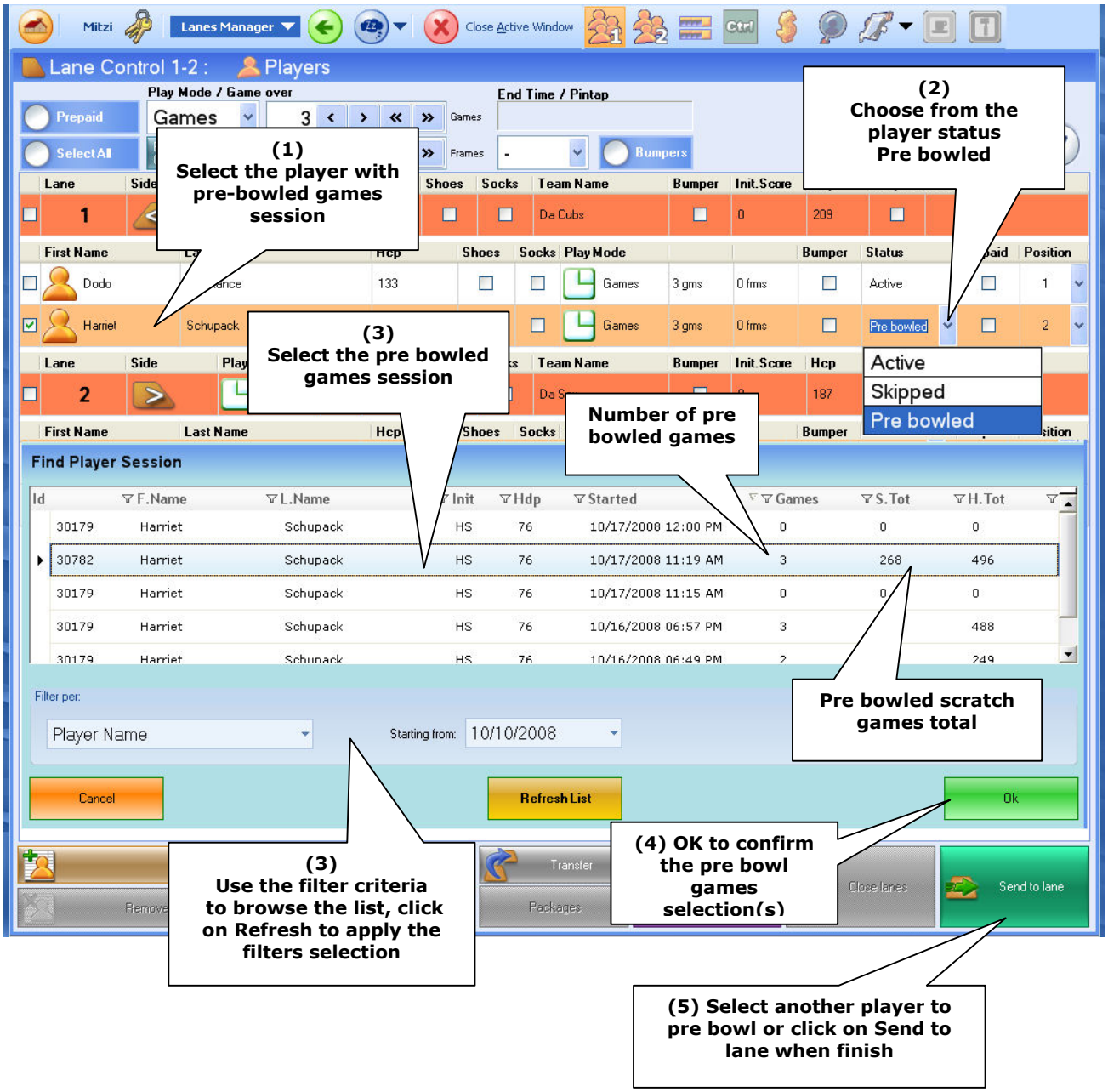
- Click on the lane icon that needs to be transferred, click on the **TRANSFER** button
- Click on the **destination lane**

WARNING: the program will force the destination lanes to be in crossed mode if the destination lane was setup as open play mode. The next series starts from the original lane, transfer the lane again if necessary or change the lane assignment in the tournament plug in.

Use of pre-bowl

Players that want to pre-bowl the games of one week in advance could play in any style (open or crossed), with or without the handicap. It is recommended to play using the same name and last name and to advise the bowling center staff when they are playing. This will help the front desk operator identify the pre-bowled game sessions easily.

LOAD PRE-BOWLED GAMES TO A PLAYER



During the game session the score will load, frame-by-frame, the pre bowled scratch pins on the pre bowled player's strip. The pre-bowled player will be identified with a prefix PB in the player's name grid tab.

Bowler's Console competition menu

From the bowler's console it is possible to perform the following actions during a competition:

- Set the bowlers as blind – change the bowlers blind score – set bowlers as Zero blind
- Substitute regular bowlers with substitute players
- Change a Vacancy with a new bowler
- Change the bowlers line up order
- Switch the lane side lanes (only for crossed mode)
- Remove bowlers
- Add bowlers (from a list)
- Skip or Unskip bowlers
- Edit bowler's name or Handicap
- Edit Team's name or Handicap

From the bowler's console it is not possible to set a bowler as pre-bowled or add a new player, these features are available only from the Front Desk.

Bowler's substitution: if a player is not present and needs to be substituted, the other bowlers of the team could use the **Substitute** feature or **Remove** the not-present player and **Add** a substitute from the list.

Add bowler: a bowler could be added to the team roster if the players do not exceed the legal number of players. The player could be added from the BLS substitution list; a "new player on the fly" must be added first from the Front Desk before being available in the list.

Change a Vacant with a bowler: if the team roster is not totally defined, some players could be displayed as "vacant" as a player name. A vacant player is set as a BLIND player; a vacant player could be "un-blinded" and edited as a player or substitute with an available bowler.

Edit the player name: this feature does not mean: "change" or "substitute a not-present player", but "change the incorrect spelling name".

Set a bowler as a blind: when a player cannot bowl and there is no available substitute, it is possible to set this player as blind (blind score required) or set as "zero-blind".

Remove bowler: a player could be removed from the team roster; the deletion is not permanent: the removed player could be resumed from the list using the **Add** or **Substitute** feature.

Skip bowler: a player that needs to temporarily stop bowling could be set as a skipped bowler, his score grid will be frozen until he is ready to play again.

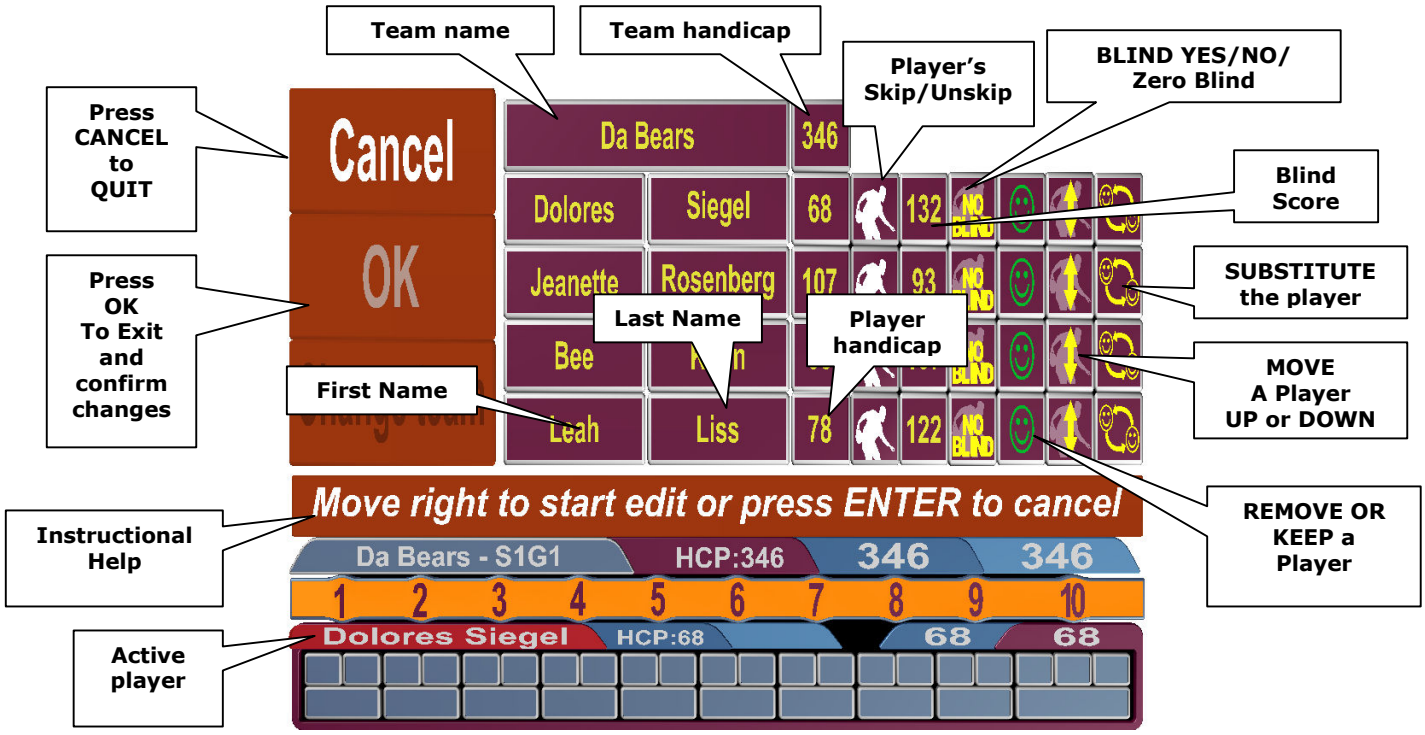
BOWLER'S CONSOLE AVAILABLE OPTIONS

The Front Desk operator could control the feature available from the Bowler's Console:

REMARKS
Enable the Bowler's Console is a "priority" check. If disabled the bowler's console does not work at all.

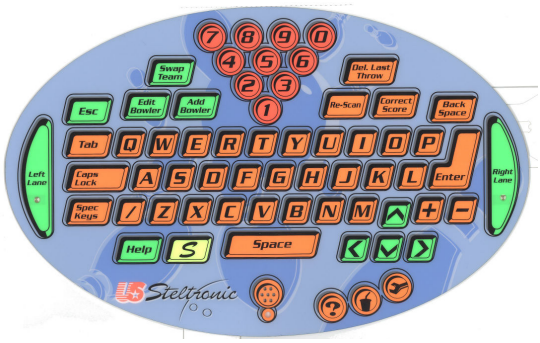
- **Enable bowler's console:** enable/disable the bowler's console menu
- **Edit bowler:** access to the name edit menu and sub-functions, such as, edit surname, team, handicap, blind, changing of the bowler's line up, remove bowlers, substitute players
- **Re-Scan pins:** access to the Rescan button to "auto-recalculate" the score
- **Correct Score:** access to the score correction menu
- **Delete throws:** access/deny a delete the last throw
- **Language change:** language changes on the on screen menu *(function not yet available)*
- **Bar & Mechanic call:** usage of the bar or the mechanic "on-screen-call"
- **Skip bowlers:** access or deny the ability to skip or unskip bowlers from the bowler's console
- **Blind:** access/deny marking a bowlers with the blind score (or zero/blind)
- **Handicap:** access/deny to add/edit the bowler's handicap
- **Bumpers control:** access/deny the possibility to change the electric bumpers status for each players from the bowler's console
- **Cycle or Reset pinsetter:** cycle or re-cycle pinsetter function
- **Set pinsetter:** (for GS pinsetters only) sends a command to replace the last detected pins on the pins deck
- **Clear Score:** option automatically disabled during play competition
- **Add bowler:** adding players to the lane. In the leagues and tournament tab means "replace a deleted player or add a new player from the substitution list"
- **Delete bowler:** remove players from the lane

BOWLER'S CONSOLE MAIN MENU



The Steltronic Scoring system could be equipped with 2 types of Bowler's Console:

Joystick panel



Qwerty Keyboard

To browse the bowler's menu with the Joystick panel, proceed as follows:

- Press the ENTER button to call the bowler's console menu
- Move UP or DOWN to select a menu option
- Press the Enter button to open the function
- Move UP/DOWN/LEFT/RIGHT to browse the menu and use the Enter button when required

ⓘIn the following pages, the description **Press ⊂⊃ ∩∪ keys to move** means "move the joystick to.."

To browse the bowlers menu with the QWERTY, use the dedicated shortcut button or Press Enter, use the arrows to browse the menu and press enter on the highlight choice.

On the following pages it describes how to perform the various edit operations; keeping the bowler's list opened, it is possible to make multiple changes at the same time (example: set one or more bowlers as blind bowlers and the blind value or substitute a bowler and rename the temporary substitute).

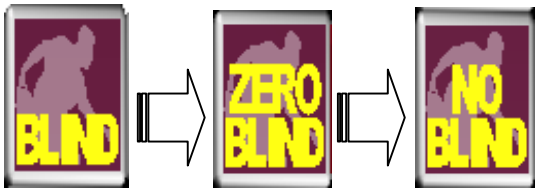
SET/RESET BOWLERS AS BLIND OR ZERO BLIND

ⓘ BLS Vacancy bowlers will be entered as BLIND bowlers. To set the bowler as a temporary player use the substitution or edit the bowler and remove the blind status.

- **Joystick:** press the **Enter** key, move to the **Edit bowler** tab and press the **Enter** key to confirm
- **Keyboard:** use the shortcut key, **Edit bowler** on the keyboard or press the **Enter** key, use the arrow keys to move to the **edit bowler** tab and press the **Enter** key to confirm

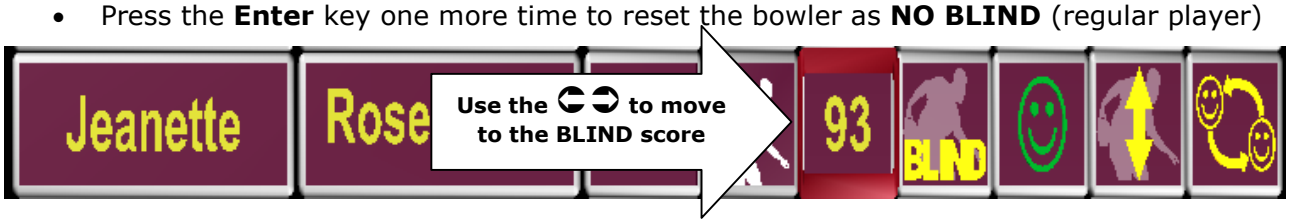
The default selection is on the **CANCEL** button (to QUIT from the bowler's console just press Enter):

- Use the RIGHT ➲ key to move on to the player's fields
- use ⬆⬇ keys to move on the line of player that needs to set or reset as Blind



The BLIND is a "toggle" button that changes the blind status each time by pushing Enter:

- Press the **Enter** key one time to set the bowler as **BLIND**
- Press the **Enter** key one more time to set the bowler as **ZERO BLIND**
- Press the **Enter** key one more time to reset the bowler as **NO BLIND** (regular player)



- If the **BLIND SCORE** needs to be changed, move to the blind score field; when the field is highlighted, change the blind score using the number keys on the keyboard or the numeric key on the joystick menu

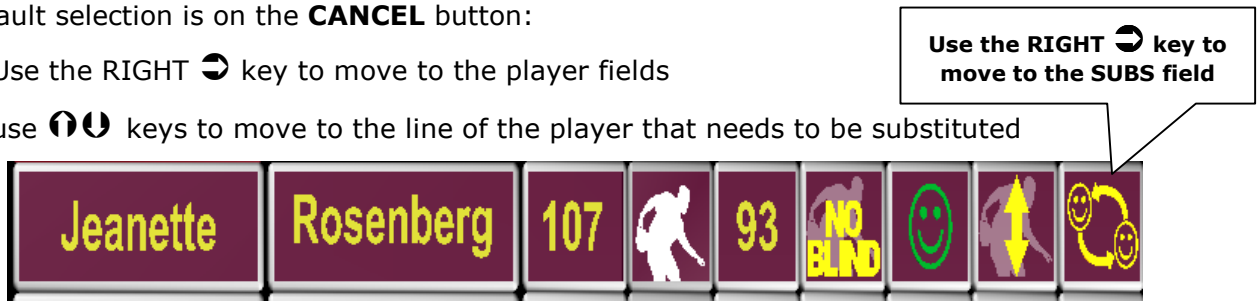
- Use the ⬆⬇ keys to choose another player to edit or use the ⬅ key to select **OK** to confirm and close
- When on **OK** press the **Enter** key to confirm

SUBSTITUTE BOWLERS

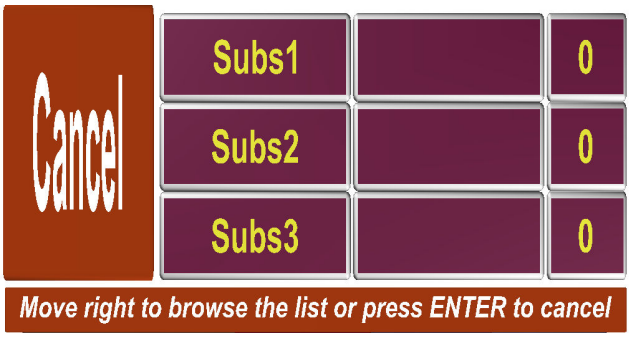
- **Joystick:** press the **Enter** key, move to the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press the **Enter** key, use the arrows to move to the **edit bowler** tab and press **Enter** to confirm

The default selection is on the **CANCEL** button:

- Use the RIGHT ➲ key to move to the player fields
- use ⬆⬇ keys to move to the line of the player that needs to be substituted



- press **Enter** to call the substitution list



- Use the RIGHT ➲ key to move onto the player fields to make a choice for a subst

- Use the ⬆⬇ keys to Browse the substitute list
- Highlight the desired substitute and press **Enter** to confirm the choice

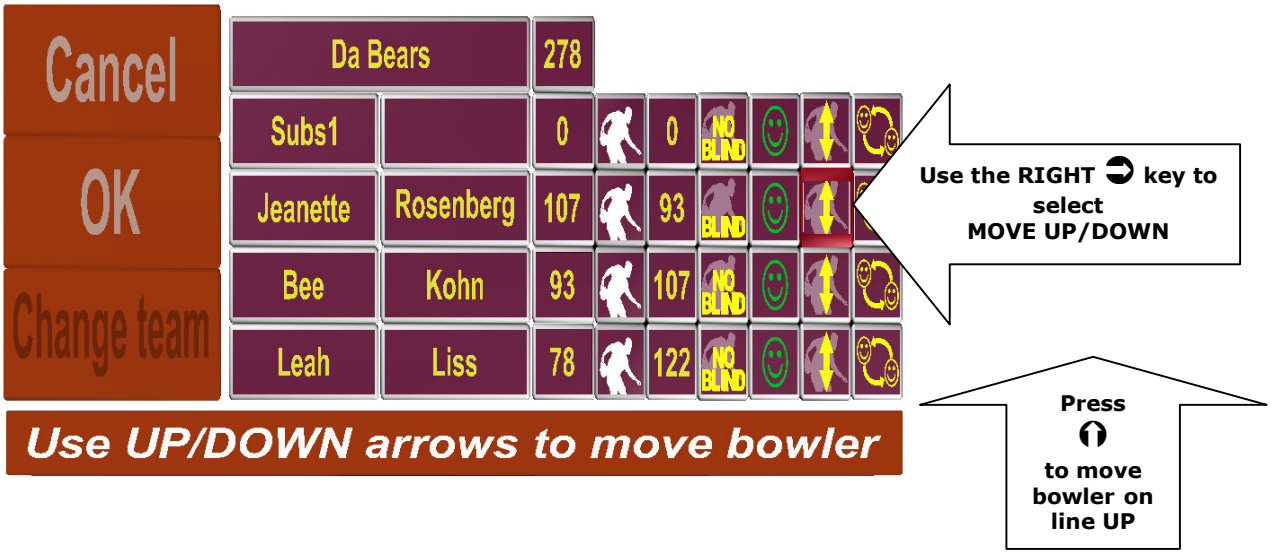
- Back to bowler's list, use the ⬆⬇ keys to choose another player to edit or use ⮌ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

CHANGE THE BOWLERS LINEUP

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT ➲ key to move onto the player fields
- use ⬆⬇ keys to move on the line of player that need to be MOVE up or Down in the line



- Back to bowler's list, use the ⬆⬇ keys to choose another player to edit or use ⮌ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

SWITCH THE LANE SIDE

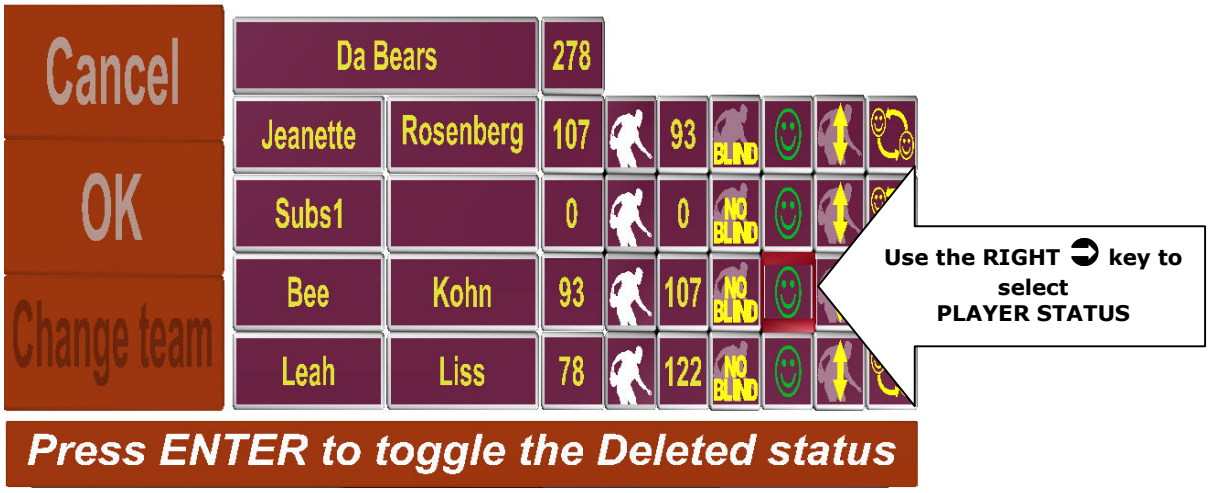
- **Keyboard:** use the shortcut key **Swap Team** on the keyboard, lanes switched immediately; otherwise press **Enter**, use arrows to move on **Swap Team** tab and press **Enter** to confirm
- **Joystick:** press **Enter**, move on the **Swap Team** tab and press **Enter** to confirm

REMOVE BOWLERS

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT ➲ key to move onto the player fields
- use ⬆⬇ keys to move on the line of player that need to be **Removed**



The **PLAYER STATUS** is a "toggle" button that changes the status each time by pushing **Enter**:

- Press **Enter** one time to set the player to **Deleted** status

- Press **Enter** one more time to reset the player to regular status

- Back to the bowler's list, use the ⬆⬇ keys to choose another player to edit or use ⮌ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

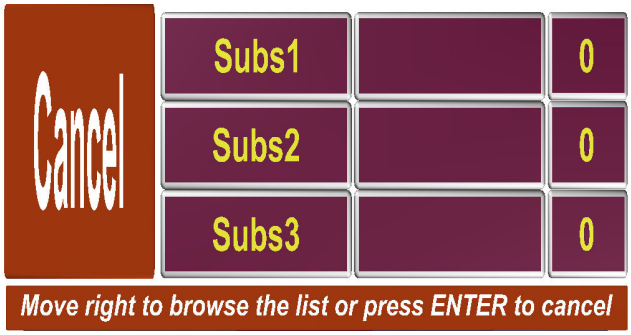
ⓘ The players will be removed only when pressing OK to confirm the choice. Removed players will be added to the substitutes list and could be resumed on the lanes using the ADD Player function.

ADD BOWLERS

REMARKS
It is possible to ADD to a lane a removed bowler or Substitute bowlers only. It is not possible to add a bowler if the Substitute list is empty; in this case call the Front Desk and ask them to ADD a bowler

- **Joystick:** press **Enter**, move on the **Add bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Add bowler** on the keyboard or press **Enter**, use the arrows to move to the **Add bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:



- Use the RIGHT ➲ key to move onto the player fields to make a choice for a subst

- Use the ⇧⇩ keys to Browse the substitute list
- Highlight the desired bowler and press **Enter** to confirm the choice

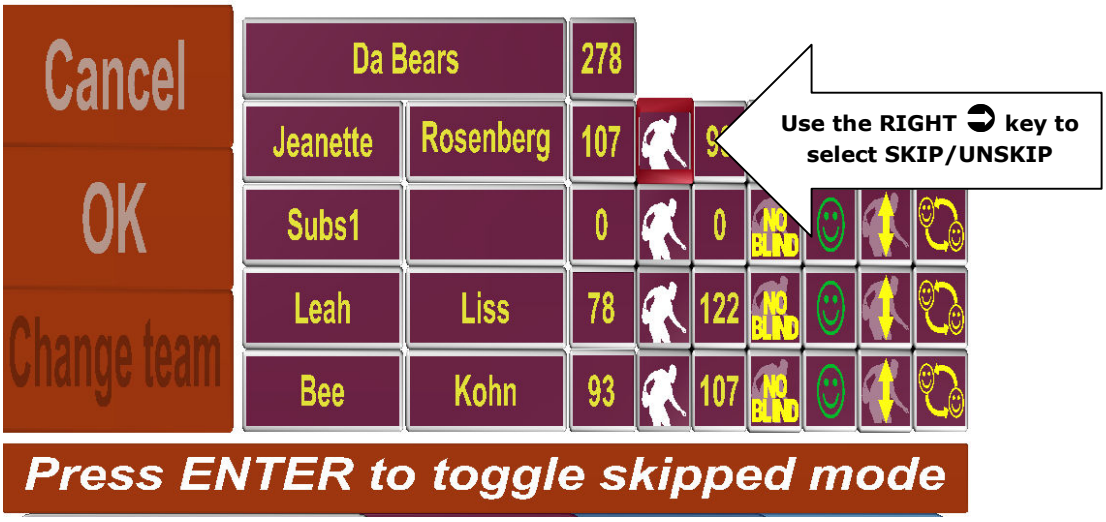
- Back to bowler's list, use ⮌ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

SKIP OR UNSKIP BOWLERS

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT ➲ key to move onto the player fields
- use ⬆⬇ keys to move on the line of player that need to be **skip**



The **SKIP STATUS** is a "toggle" button that changes the status each time by pushing **Enter**:

- Press **Enter** one time to set the player to the **SKIPPED** status

- Press **Enter** one more time to reset the player to the **Regular** status

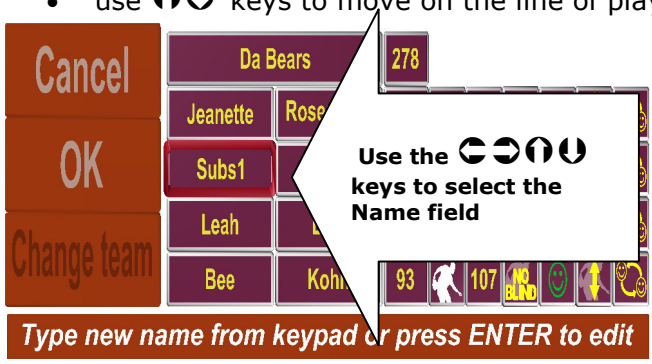
- Back to bowler's list, use the ⬆⬇ keys to choose another player to skip or use ➲ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

EDIT BOWLERS NAME – SURNAME - HANDICAP

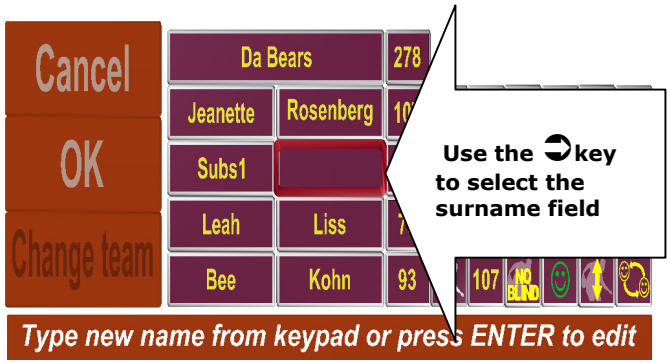
- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT ➲ key to move onto the player fields
- use ⬆⬇ keys to move on the line of player that need to be **Edit**



- Type the new **Bowler Name** using the letters key
- Press **Enter** to confirm



- Type the new **Bowler Surname** using the letters key
- Press **Enter** to confirm

- Type the new **Bowler Handicap** using the number keys
- Press **Enter** to confirm

- Back to bowlers list, use the ⬆⬇ keys to choose another player to edit or use ⬅ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

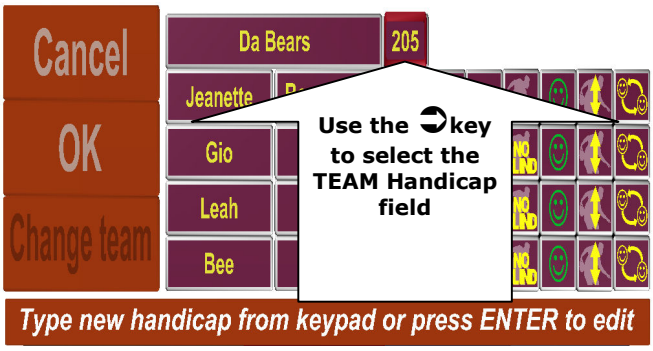
EDIT TEAM NAME - HANDICAP

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT ➲ key to move onto the player and Team fields
- Use ⬆⬇ keys to move on the line of the player that needs to be **Edited**

- Type the new **Team name** using the letters key
- Press **Enter** to confirm



- Type the new **Team Handicap** using the number keys
- Press **Enter** to confirm

- Back to the bowler's list, use ⬅ to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

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